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AFATL-TR-76-115

AIR-TO-GROUND GUNNERY SIMULATION COMPUTER PROGRAM-PO655

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MISSILE AND GUN SYSTEM ANALYSIS BRANCH
WEAPON SYSTEMS ANALYSIS DIVISION

OCTOBER 1976

FINAL REPORT FOR PERIOD
NOVEMBER 1975-JULY 1976

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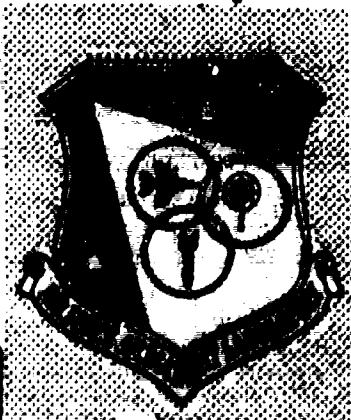
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| 19. ABSTRACT (Continue on reverse side if necessary and identify by block number) This gun simulation program is a research contribution which employs a Monte Carlo technique to determine the probability of destroying a rectangular target with air-to-ground gunnery. The effect of correlation of successive aim points is considered and bivariate normal aiming error and ballistic dispersion are assumed. The mathematical derivation, FORTRAN program listing, variable list, flow chart, sample deck set-ups, and output results are included. | | |

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PREFACE

This report documents an air-to-ground gunnery model accomplished during the period November 1975 to July 1976 at the Air Force Armament Laboratory, Armament Development and Test Center, Eglin Air Force Base, Florida. The work was in support of JON 2543-01-10.

The original version of this program was developed by the Operations Evaluation Group, Center for Naval Analyses, Washington, D.C., in August 1969 (Reference 1). Since this time, the program has been extensively modified and updated to include the most modern techniques available.

This technical report has been reviewed and is approved for publication.

FOR THE COMMANDER

J. R. Murray
J. R. MURRAY
Chief, Analysis Division

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SECTION I
INTRODUCTION

This is a computer program which simulates air-to-ground gun effectiveness against a stationary target. The impact points of the individual rounds are correlated, and a Monte Carlo method is required to determine the probability of hitting a rectangular target with one or more rounds in a single burst. The model assumes that gunnery is a stationary Markov process and that the aiming and ballistic dispersions are independent in the range (along the flight path of the aircraft) and deflection (normal to the flight path in the horizontal plane) coordinates. The guns are assumed to be fixed (as opposed to guns turreted). The strafing aircraft flies at a constant airspeed and dive angle from a specified slant range.

SECTION II

GENERAL DESCRIPTION

This is a Monte Carlo simulation program which determines the probability of killing a ground target from an aircraft equipped with a machine gun firing a single burst of N rounds. The individual aimpoints cannot be specified in advance; therefore, the program assumes that successive aimpoints are correlated (Reference 2). The aimpoints are normally distributed about the center of the target. The program further assumes that ballistic dispersion is present. Thus, the 1^{th} round impacts not at its aimpoint but at some point nearby.

The target assumed in the program is the rectangular projection of the real target on the plane normal to the line of flight of the attacking aircraft. Distances are measured with respect to a range-deflection (R, D) coordinate system. The origin is located at the center of the target, and the coordinate axes are parallel to the sides of the target (Figures 1 and 2). In real life the target will seldom or never be rectangular in shape, but the projected target can always be approximated by a rectangle. The target length, ℓ , is measured in the range direction, and width, ω , in the deflection direction. The slant range is denoted by s , c is the aircraft speed, and R is firing rate in rounds per minute. The slant range decreases for each successive round fired, thus increasing the apparent size of the target and causing a corresponding increase in hit probability. In addition to the above, the program inputs include the maximum number of rounds per pass (FN), the number of Monte Carlo iterations to be made (F), the burst length print increment (DN), the maximum standard deviation of the mean (E), the probability that the gun jams (PJAM), the number of gun systems (GUNS), and a time-to-rate table for a Gatling gun effect.

To determine aimpoint error, let (R_1, D_1) be the aimpoint of the 1^{th} round, and let (r_1, d_1) be the point at which the round impacts. Further, let s_1 be the slant range at the instant the 1^{th} round is fired. Then from Figure 2 it can be seen $R_1 \cong s_1 \alpha_1$ and $D_1 \cong s_1 \beta_1$; expressing the angles in mils, $R_1 \cong 0.001 s_1 \alpha_1$; and $D_1 \cong 0.001 s_1 \beta_1$. The program uses the two angles α_1 and β_1 rather than R_1 and D_1 . These angles are computed by employing a random number generator. The angle α_1 is a random normal variable with mean zero and standard deviation σ_α , and β_1 is a random normal variable with a mean zero and standard deviation σ_β . Ballistic dispersion is determined similarly. Two angles γ_1 and δ_1 are defined so that $(r_1 - R_1) \cong 0.001 s_1 \gamma_1$ and $(d_1 - D_1) \cong 0.001 s_1 \delta_1$. The angle γ_1 is a normally distributed random variable with mean zero and standard deviation σ_γ ; s_1 is a normally distributed random variable with mean zero and standard deviation σ_s . The range component of error is considered to be independent

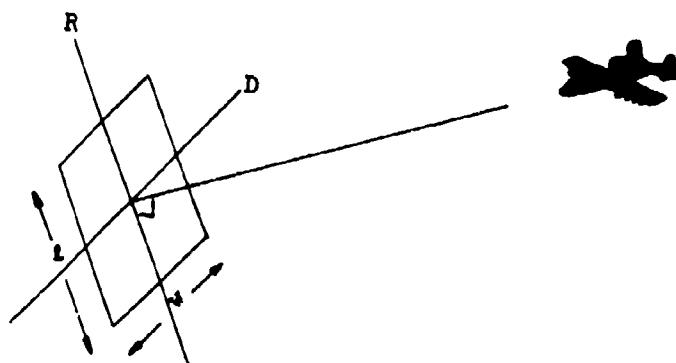


Figure 1. Target Geometry

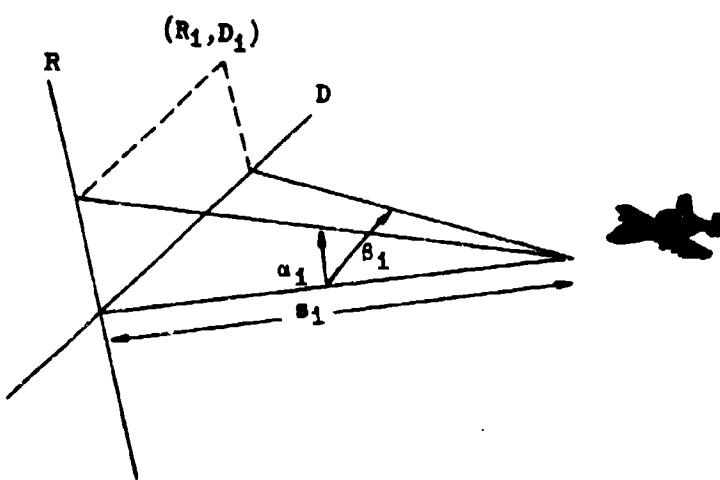


Figure 2. Slant Range Geometry

of the deflection component. Also, for all $i, j \leq N$,

$$E(\alpha_i \alpha_j) = a^{|i - j|} \sigma_{\alpha}^2$$

and

$$E(\beta_i \beta_j) = b^{|i - j|} \sigma_{\beta}^2$$

These two relationships characterize the programs correlation feature. The numbers a and b are inputs that determine the correlation between aimpoints. The correlation in range between consecutive aimpoints is given by a , and b is the correlation deflection. The correlation in range between the i^{th} and the j^{th} aimpoint is $a^{|i - j|}$ and the correlation in deflection is $b^{|i - j|}$. If $a = b = 1$, then $R_i = R_j$ and $D_i = D_j$ for all $i, j \leq N$. This occurs in the salvo model where every round has the same aimpoint. If $a = b = 0$, every aimpoint is independent of every other aimpoint. The general case will be when a and b lie between 0 and 1. It should be noted that if $|i - j|$ becomes large,

$$a^{|i - j|} \rightarrow 0 \text{ and } b^{|i - j|} \rightarrow 0$$

and the correlation damps out.

The correlation coefficient in range is a , and b is in deflection. These values can be input into the program if they are known. If the correlation coefficients are not known for the particular gun system being analyzed, the program will calculate them based on the following equations:

$$a = e^{-1.5T} - 3T^2$$

and

$$b = e^{-0.25T^4} - 5.35T^2$$

where T is time in seconds between rounds.

In the computation of the target kill probabilities, each iteration of the Monte Carlo process represents one pass at the target. The attacking aircraft commences firing at the start of every pass and continues until one of the following occurs: (1) a killing hit has been scored, (2) the gun jams, or (3) N rounds have been fired. When a gun jams, the number of guns in the system is reduced by one. Therefore,

there is a corresponding reduction in rate of fire. If a jam occurs, the firing loop is exited and a miss is recorded for calculation purposes. Each round has a conditional kill probability (P_{HK}). This is the probability that a hit kills and it has the same value for every round in the burst if only one conditional kill value is input. A conditional kill value can be input for the beginning of the firing run and one at the end. If this option is elected, the program will do a linear interpolation between the beginning and end conditional kill values for each round based on time into the burst. The program computes an aimpoint and a point of impact for each round and assesses damage by testing to see whether the round hit the target and if so whether the hit resulted in a kill. The final probability of kill is set equal to the number of successful passes divided by the total number of passes.

SECTION III

MATHEMATICAL PROCEDURES

The final solution is obtained as shown in the flow chart and the following mathematical procedures. Before starting the first iteration for the first data set dummy passes are made through the random number generator.

For each Monte Carlo iteration there is given the standard deviation of the aim error (σ_R , σ_D) and the aimpoint of the $(n - 1)$ st round. There are also two Gaussian-distributed (mean = 0, standard deviation = 1) random numbers (α , γ) selected, and the aimpoint of the n th round (R_n , D_n) is determined by the following relations:

for the first round ($n = 1$), then

$$R_1 = \sigma_R \alpha_1 \quad (1)$$

$$D_1 = \sigma_D \gamma_1 \quad (2)$$

$$R_n = aR_{n-1} + \sigma_R (1-a^2)^{\frac{1}{2}} \alpha_n, \quad n \neq 1 \quad (3)$$

$$D_n = bD_{n-1} + \sigma_D (1-b^2)^{\frac{1}{2}} \gamma_n, \quad n \neq 1 \quad (4)$$

where a and b are the correlation coefficients in range and deflection and R_n and D_n are the respective range and deflection aimpoints for the n th round.

Equation (3) may be rewritten so that

$$R_n = \sigma_R \left[a^{n-1} \alpha_1 + (1-a^2)^{\frac{1}{2}} \sum_{1=2}^n a^{n-1} \alpha_1 \right] \quad (5)$$

and Equation (4) may be rewritten as

$$D_n = \sigma_D \left[b^{n-1} \beta_1 + (1-b^2)^{\frac{1}{2}} \sum_{1=2}^n b^{n-1} \beta_1 \right] \quad (6)$$

Then it can be seen from Equations (5) and (6) that

$$E(R_n) = E(D_n) = 0 \quad (7)$$

$$E(R_n^2) = \sigma_R^2 \quad (8)$$

$$E(D_n^2) = \sigma_D^2 \quad (9)$$

$$E(R_n R_m) = \sigma_R^2 a^{|m-n|} \quad (10)$$

$$E(D_n D_m) = \sigma_D^2 b^{|m-n|} \quad (11)$$

Therefore we have a process where each aimpoint is normally distributed with mean zero and standard deviation σ_R , σ_D . We also have a process where the correlation coefficient between the n^{th} and the m^{th} round is $a^{|n-m|}$ in the range direction and $b^{|n-m|}$ in deflection. When a and b equal zero or one the process degenerates into the independent or salvo cases, respectively.

Next, the target size must be considered. The target dimension (ℓ , ω) is given with the firing rate (R), the aircraft speed (C), and the initial slant range (S). From these the half-target size (in mils) is determined for the instant at which the n^{th} round is fired using relations:

$$\frac{1}{2}\ell_n = \frac{500\ell}{60} \quad (12)$$
$$S - (n-1)c(R) \quad (1.688)$$

$$\frac{1}{2}\omega_n = \frac{500\omega}{60} \quad (13)$$
$$S - (n-1)c(R) \quad (1.688)$$

The aimpoint for the n^{th} round is then checked to determine if it is within three standard deviations of the ballistic dispersion (β_R , β_D) measured from the target center, or stated mathematically,

$$|R_n| \leq 1/2\ell_n + 3\theta_R \quad (14)$$

$$|D_n| \leq 1/2w_n + 3\theta_D \quad (15)$$

If the aimpoint is not within three standard deviations of the ballistic dispersion from the target in either coordinate, it is assumed that the round missed the target and the aimpoint for the $(n + 1)$ st round is then computed. If the aimpoint is within three standard deviations from the target in both coordinates, a Gaussian-distributed random number (δ) is determined and checked to ascertain whether the round falls within the limits of the target in the range coordinates.

$$|R_n + \delta R| < 1/2\ell_n \quad (16)$$

If the round does not fall within the target limits a miss is assumed, and the aimpoint for the $(n + 1)$ st round is computed. However, if the n th round does fall within the target limits in the range coordinates another Gaussian-distributed random number (E) is selected and the impact point of the round in the deflection coordinate is determined. The following check is then made to see if the round hit the target.

$$|D_n + \delta_D E| < 1/2w_n \quad (17)$$

If the round does not hit the target, the aimpoint for the $(n + 1)$ st round is determined. But, if the n th round does hit the target, a uniformly distributed (between 0 and 1) random number (PP) is selected and compared with the conditional kill probability to determine if the hit results in a target kill. If $P_{HK} < PP$, the weapon does not destroy the target and the aimpoint for the $(n + 1)$ st round is determined. But if $P_{HK} \geq PP$, the n th weapon does kill the target. The count (N_h) of the Monte Carlo iterations for which the target is destroyed is increased by one. Also, a counter (JJ_1) for the next highest multiple (1) of the increment (ΔN) in the number of rounds for which the probability is to be determined is increased by one.

$$N_h + 1 \rightarrow N_h, JJ_1 + 1 \rightarrow JJ_1$$

When a round has resulted in a kill or when the maximum number of rounds (N) has been fired without killing the target, the entire process is repeated until (F) Monte Carlo iterations have been completed.

Finally, the estimated probability of destroying the target with N rounds is determined by:

$$P(N) = \frac{Nh}{F} \quad (18)$$

The probability of destroying the target with j rounds is determined by:

$$P(j) = \sum_{i=1}^n \left[\frac{J_i J_{i-1}}{F} \right] \quad (19)$$

where

$$j = n\Delta N; n = \left[1, 2, \dots, \frac{N}{\Delta N} \right]$$

SECTION IV

PROGRAM UTILIZATION GUIDE

The utilization guide for the air-to-surface gun simulation computer program is contained in this section. The program variables used are discussed with input formats, limits, and units specified for each.

Throughout the utilization discussion, variables which begin with the letters I, J, K, L, M, N are integer values and are right adjusted in their specified fields with no decimal punched unless otherwise specified. The alphanumeric formats are designated in the description column of the program set-up procedure. All other variables are in decimal or real mode and may be punched anywhere in their columnar field with a decimal point.

This program has three different set-up procedures of which two will accomplish the same end result. The third set-up is a plot option only.

The first set-up is a regular run with any number of cases desired, and limited only by computer time. The second set-up shows the procedure for generating the input data when large parametric runs are needed. The third set-up describes the inputs for the plot only portion of the programs and should not be confused with the first two set-ups which also produce plots as desired.

Figure 3 is a flow chart overview of the gun simulation program with notes.

The regular computer set-up is very simple and straightforward but the generate-the-input set-up can be very ambiguous and frustrating. When the second option can be used it should yield a 10 to 1 savings in set-up time. The analyst should become familiar with this option in order to better utilize his time on large parametric computer runs and data requirement deadlines. It is hoped that the following flow chart will further simplify the generate-the-input set-up.

TIMING

The program run time is based on a number of variables in the program. It is not possible to figure the exact time required for each run. When the analyst becomes familiar with the program it will be easier to estimate the required run time based on the following equation:

$$\text{RUN TIME} = \text{MCI} * \text{N} * (\text{NO. OF CASES}) * .000159$$

where MCI is the number of Monte Carlo iterations

N is number of rounds fired on each burst.

After calculating the estimated run time for a given set-up it is recommended that more time be added to the job card if the run time is not a limiting factor on the computer system.

INPUT/OUTPUT

Input and output are discussed in detail in Sections V, VI, and VII.

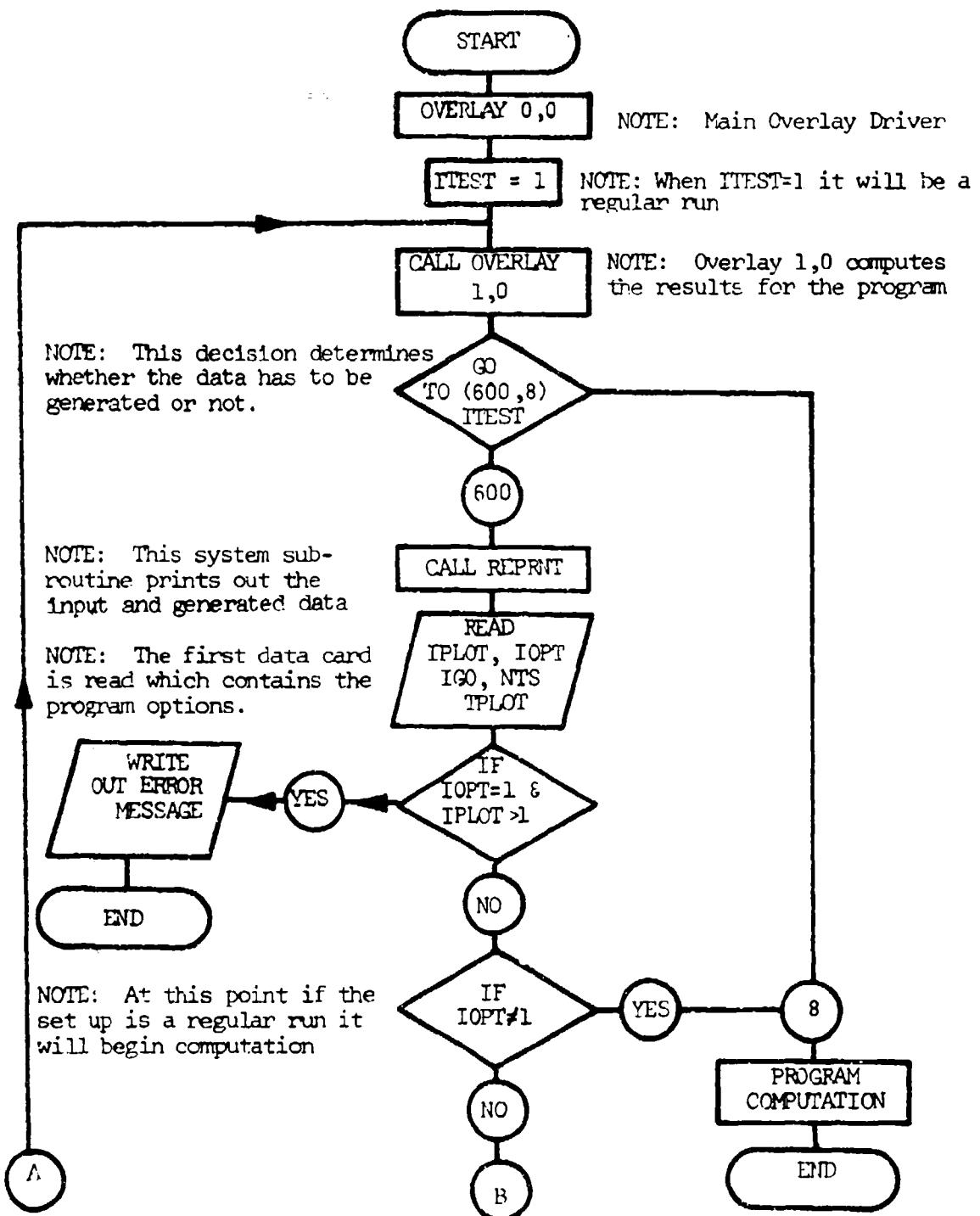


Figure 3. Overview Flow Chart for Gun Simulation Program

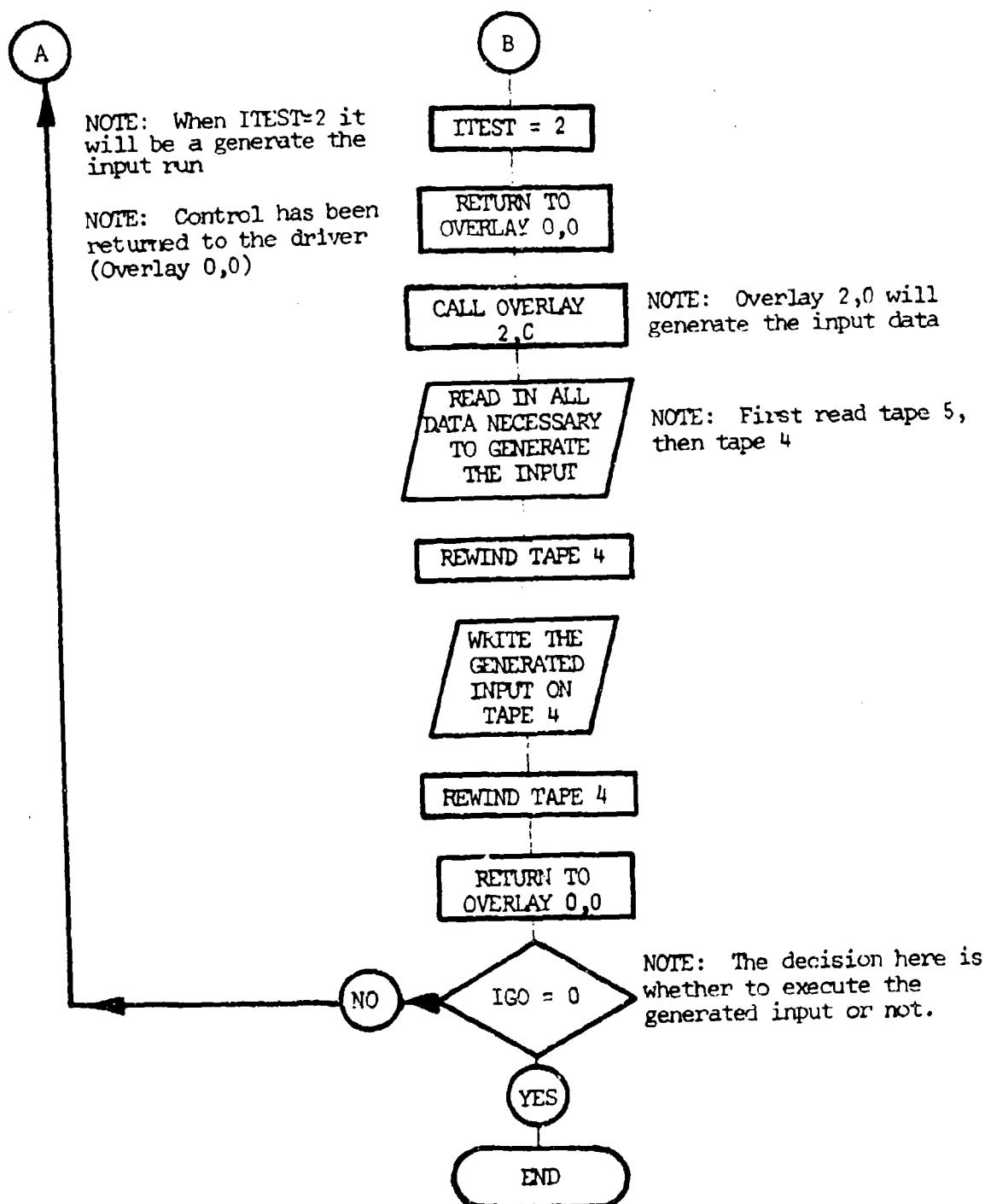


Figure 3. Overview Flow Chart for Gun Simulation Program (Concluded)

SECTION V

REGULAR COMPUTER RUN

SAMPLE PROBLEM

The effectiveness of a strafing tactic for a 150-knot aircraft with a firing rate of 4100 rounds per minute is to be analyzed. The pilot commences firing at a slant range of 1000 feet and fires a single burst of 120 rounds at an 11.74 x 11.74-foot target. The standard deviations of aiming error are 4.24 mils in range and deflection, and the standard deviations of ballistic dispersion are 1.39 mils in range and deflection. The probability of kill given a hit for the first case is a three-round mix with the ammunition belt having four rounds with a PHK of 0.012, 0.016, and two rounds with 0.020, 0.024 and one round with 0.006, 0.010. There are two probability of kill values in each case. The first value is the probability of kill given a hit for the beginning of the burst, and the second value is for the end of the burst. The computer does a linear interpolation between these two values based on time into the burst.

Table 1 contains the description for setting up any regular computer run. Table 2 is a sample set-up of the case described above. Table 3 is an output listing of the input data. Table 4 contains the final output probability of kill for only two of the cases. The first case was at 1000 feet slant range and 150 knots. The second case shown in Table 4 was for 1000 feet slant range and 350 knots air speed. The second case has been included to show the analyst what happens when the conditions become unrealistic. This feature saves paper and computer time. Figure 4 contains the probability of kill for the first six slant ranges. Card 2 in Table 1 indicates the number of cases plotted on one graph.

The required time to run any given set-up is described in Section IV.

TABLE 1. DESCRIPTION OF THE SET-UP FOR A REGULAR COMPUTER RUN

| Card | Columns | Variable | Limits | Description | Units |
|---|---------|------------|--------|--|---------|
| DESCRIPTION OF THE SET-UP FOR A REGULAR COMPUTER RUN | | | | | |
| 1 | 1 | IPILOT | 0,1,2 | 0 = No plots 1 = Plot option has been turned on 2 = Stand alone plot (see PLOT ONLY SET-UP) | |
| | 2 | IOPT | 0,1 | 0 = Regular computer run, leave IGO blank 1 = Data will be generated (see GENERATE THE INPUT SET-UP) | |
| | 3 | IGO | 0,1 | 0 = Do not execute the generated input data 1 = Execute the generated input data (see GENERATE THE INPUT DATA SET-UP) | |
| | 4-5 | VTS | 1-10 | Number of burst lengths to be plotted | |
| 13-19 | 6-12 | IPILOT(1) | | Time which burst length should be plotted | decimal |
| . | . | IPILOT(2) | | | |
| . | . | | | | |
| . | . | | | | |
| 69-75 | 69-75 | IPILOT(10) | | Tenth burst length time | decimal |
| NOTE: Card 1 is necessary in the set-up even when all the options are zero. | | | | | |
| 2 | 1-5 | MSLANT | 1-5 | If IPILOT = 1, you must input the number of slant ranges to be plotted on one graph. <u>If no plots are wanted, this card must be omitted from the set-up.</u> | |
| 3 | 1-60 | TITLE | | Title or general information (alpha-numeric data) | |
| | 61-70 | DIVE | ≤90 | Dive angle - for identification only | DEG |
| 4 | 1-2 | D(1) | 1 | Address = 1 | |
| | 3-10 | A | ≥0, ≤1 | Correlation coefficient in range between consecutive aimpoints. | |

NOTE: A value for the correlation coefficient is computed in the program for each round. This parameter should be set to zero if JDI = 1 on card 24.

TABLE 1. DESCRIPTION OF THE SET-UP FOR A REGULAR COMPUTER RUN (CONTINUED)

| Card | Columns | Variable | Limits | Description | Units |
|-----------------------------------|---------|----------|---------|---|--------------|
| 10 | 1-2 | D(7) | 7 | Address = 7 | |
| | 3-10 | S | | Slant range at the beginning of firing run. | feet |
| | 1-2 | D(8) | 8 | Address = 8 | |
| | 3-10 | R | | Firing rate of gun in rounds per minute. | PPM |
| 12 | 1-2 | D(9) | 9 | Address = 9 | |
| | 3-10 | C | | Aircraft speed | knots |
| 13 | 1-2 | D(10) | 10 | Address = 10 | |
| | 3-10 | N | | Number of rounds fired on a single pass per gun. | decimal |
| 14 | 1-2 | D(11) | 11 | Address = 11 | |
| | 3-10 | NTYPE | 1,2,3 | Number of types of mixed belts. Set equal to 1 if no mixed belts. | |
| 15 | 1-5 | NUMR(I) | Blank-N | Number of consecutive rounds using this conditional kill probability. If left blank the program sets NUMR(I) equal to N. | |
| | 6-15 | CPI(I) | | Starting value for the conditional kill probability - if CPI is left blank, CPI(I) is used for all rounds. | |
| | 16-25 | CPN(I) | | End value for the conditional kill probability. If an end value is used, the program does a linear interpolation between CPI and CPN based on time. | |
| NOTE: Repeat card 15 NTYPE times. | | | | | |
| 16 | 1-2 | D(12) | 12 | Address = 12 | |
| | 3-10 | L | | Target length | feet decimal |
| 17 | 1-2 | D(13) | 13 | Address = 13 | |
| | 3-10 | W | | Target width | feet |

TABLE 1. DESCRIPTION OF THE SET-UP FOR A REGULAR COMPUTER RUN (CONTINUED)

| Card | Columns | Variable | Limits | Description | Units |
|------|--|----------|--------|---|---------|
| 18 | 1-2 | D(14) | 14 | Address = 14 | |
| | 3-10 | F | 200-- | Maximum number of Monte Carlo iterations. | |
| 19 | 1-2 | D(15) | 15 | Address = 15 | |
| | 3-10 | II | | Number of dummy passes through random number generator. | decimal |
| 20 | 1-2 | D(16) | | Address = 16 | |
| | 3-10 | BL | ≤1 | Increment in burst length. | |
| | NOTE: This controls the number of lines that will be printed; i.e., 1 will cause the printer to write out a data line for each round in the burst. | | | | |
| 21 | 1-2 | D(17) | 17 | Address = 17 | |
| | 3-10 | E | | Desired maximum value of the standard deviation of the mean. | |
| 22 | 1-2 | D(18) | 18 | Address = 18 | |
| | 3-10 | PJAM | | Probability of the gun jamming. | |
| 23 | 1-2 | D(19) | 19 | Address = 19 | |
| | 3-10 | GUNS | | Number of gun systems to be analyzed. | |
| | NOTE: The program computes a final probability of kill based on the total number of gun systems. | | | | |
| 24 | 1-2 | D(20) | 20 | Address = 20 | |
| | 3-10 | JIV | 0,1 | 0 = indicates that you have input some correlation value in cards 4 and 5 other than zero and omit cards 25, 26 and 27. 1 = indicates you have a zero in cards 4 and 5 and plan to input a time-to-rate table for a Gatling gun by completing cards 25, 26 and 27. | decimal |
| 25 | 1-5 | NOT | ≤30 | Number of pairs of entries for the time-to-rate table for a Gatling gun. | |

TABLE 1. DESCRIPTION OF THE SET-UP FOR A REGULAR COMPUTER RUN (CONCLUDED)

| Card | Columns | Variable | Limits | Description | Units |
|------|---------------------------------------|--|--------|---|-------|
| 26 | 1-8 9-16 . . . 3 cards | RD(1) RD(2) . . . RD(NOT) | | Number of rounds fired at TIME (1) Number of rounds fired at TIME (2) . . . Number of rounds fired at TIME (NOT) | |
| | | | | NOTE: If JIM = 1 you can have 1≤ cards ≤3, typical for card 27 also. | |
| 27 | 1-5 6-10 . . . 3 cards | TIME(1) TIME(2) . . . TIME(NOT) | | Time to fire RD(1) rounds Time to fire RD(2) rounds . . . Time to fire RD(NOT) rounds | |
| 28 | | | | BLANK CARD AT END OF EACH DATA SET | |
| | | | | NOTE: For multiple cases, include the title (card 4) and any parameters that may change from card 4 to 28. Cases are unlimited. If the time to rate table (cards 25, 26, 27) is changed, the conditional kill probability (cards 14, 15) must also be repeated. | |

TABLE 2. SUGAR ESTERS, SPECIAL SUGAR ESTERS, ETC.

| TABLE 7. SAMPLE SET-UP FOR 'REGULAR' CULTURES | |
|---|-------|
| 1 | 10 |
| 2 | 11.20 |
| 3 | 21.30 |
| 4 | 31.40 |
| 5 | 41.50 |
| 6 | 51.60 |
| 7 | 61.70 |
| 8 | 71.80 |
| 9 | 81.90 |
| 10 | 91.90 |
| 11 | 10.00 |
| 12 | 11.00 |
| 13 | 12.00 |
| 14 | 13.00 |
| 15 | 14.00 |
| 16 | 15.00 |
| 17 | 16.00 |
| 18 | 17.00 |
| 19 | 18.00 |
| 20 | 19.00 |

TABLE 2. SAMPLE SET-UP FOR 'REGULAR COMPUTER RUN' (Continued)

| | | | | | | | | | | | | | | | |
|----|-------------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 10 | 11 | 10 | 21 | 30 | 31 | 40 | 41 | 50 | 51 | 60 | 61 | 70 | 71 | 80 |
| 2 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 | 1.6 |
| 3 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 | 1.7 |
| 4 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 | 1.8 |
| 5 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 | 1.9 |
| 6 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 | 2.0 |
| 7 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 | 2.1 |
| 8 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 | 2.2 |
| 9 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 | 2.3 |
| 10 | <u>BLANK CARD</u> | | | | | | | | | | | | | | |
| 11 | <u>TITLE = 2400 FT. SLANT RANGE</u> | | | | | | | | | | | | | | |
| 12 | <u>7...3000.0</u> | | | | | | | | | | | | | | |
| 13 | <u>1...1.0</u> | | | | | | | | | | | | | | |
| 14 | <u>11...015</u> | | | | | | | | | | | | | | |
| 15 | <u>2...019</u> | | | | | | | | | | | | | | |
| 16 | <u>4...005</u> | | | | | | | | | | | | | | |
| 17 | <u>BLANK CARD</u> | | | | | | | | | | | | | | |
| 18 | <u>TITLE = 3400 FT. SLANT RANGE</u> | | | | | | | | | | | | | | |
| 19 | <u>7...3000.0</u> | | | | | | | | | | | | | | |
| 20 | <u>11...3</u> | | | | | | | | | | | | | | |

TABLE 2. SAMPLE SET-UP FOR 'REGULAR COMPUTER' IN. (Continued)

| TABLE 2. SAMPLE SET-UP FOR 'REGULAR COMPUTER RUN' (Continued) | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 10 | 11 | 20 | 21 | 30 | 31 | 40 | 41 | 50 | 51 | 60 | 61 | 70 | 71 | 80 |
| 1 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 2 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 3 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 5 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 6 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 8 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 11 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 12 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 13 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 14 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 15 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 17 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 18 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 19 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 20 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

TABLE 2. SAMPLE SET-UP FOR 'REGULAR COMPUTER RUN' (Concluded)

| | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 10 | 11 | 20 | 21 | 30 | 31 | 40 | 41 | 50 | 51 | 60 | 61 | 70 | 71 | 80 |
| 0 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | |
| 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | | |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | | | |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | | | | |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | | | | | |
| 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | | | | | | |
| 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | | | | | | | |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 | | | | | | | | | |
| 15 | 16 | 17 | 18 | 19 | 20 | | | | | | | | | | |
| 16 | 17 | 18 | 19 | 20 | | | | | | | | | | | |
| 17 | 18 | 19 | 20 | | | | | | | | | | | | |
| 18 | 19 | 20 | | | | | | | | | | | | | |
| 19 | 20 | | | | | | | | | | | | | | |
| 20 | | | | | | | | | | | | | | | |

TABLE 3. REPRNT LISTING OF INPUT DATA FOR A REGULAR COMPUTER RUN

INPUT DATA CARD NO. 1 ----- 10 20 30 40 50 60 70

1 10 4 .5 1.0 1.5 2.0
 6 SAMPLE * REGULAR COMPUTER RUN * 15

2 0.0
 3 0.0
 4 4.24
 5 4.24
 6 1.39
 7 1.39
 8 1000.0
 9 4188.0
 10 150.0
 11 120.0
 12 3
 13 .012 .016
 14 .020 .024
 15 .006 .010

16 11.74
 17 11.74
 18 500.0
 19 10.0
 20 1.0
 21 .001
 22 .001
 23 .001
 24 1.0
 25 1.0
 26 4 0.0 1.0 51.0 120.0
 27 0.0 .16 1.0 2.0
 28 TITLE - 2800 FT SLANT RANGE
 29 2800.0
 30 11 .011 .015
 31 .019 .023
 32 .005 .009

33 TITLE - 3800 FT SLANT RANGE
 34 3800.0
 35 11 .005 .012
 36 .016 .020
 37 .004 .008

38 TITLE - 4800 FT SLANT RANGE
 39 4800.0
 40 11 .036 .010
 41 .004 .007

42 TITLE - 5800 FT SLANT RANGE
 43 5800.0
 44 11 .004 .008
 45 .012 .016
 46 .002 .005

47 TITLE - 6800 FT SLANT RANGE
 48 6800.0
 49 11 .003 .007
 50 .011 .015
 51 .001 .005

52 TITLE - 1800 FT SLANT RANGE
 53 1800.0
 54 250.0
 55 11 .014 .018

TABLE 3. REPRNT LISTING OF INPUT DATA FOR A REGULAR COMPUTER RUN (CONTINUED)

| INPUT DATA CARD NO. | 1 | 10 | 20 | 30 | 40 | 50 | 60 | 70 |
|------------------------|-----------------------------|-------|------|----|----|----|----|----|
| 72 | 2 | .022 | .026 | | | | | |
| 73 | 1 | .008 | .012 | | | | | |
| 74 | | | | | | | | |
| 75 | TITLE - 2000 FT SLANT RANGE | | | | | | | |
| 76 | 2000.0 | | | | | | | |
| 77 | 11 | 3 | | | | | | |
| 78 | 4 | .013 | .017 | | | | | |
| 79 | 2 | .021 | .025 | | | | | |
| 80 | 1 | .007 | .011 | | | | | |
| 81 | | | | | | | | |
| 82 | TITLE - 3000 FT SLANT RANGE | | | | | | | |
| 83 | 3000.0 | | | | | | | |
| 84 | 11 | 3 | | | | | | |
| 85 | 4 | .010 | .014 | | | | | |
| 86 | 2 | .018 | .022 | | | | | |
| 87 | 1 | .006 | .010 | | | | | |
| 88 | | | | | | | | |
| 89 | TITLE - 4000 FT SLANT RANGE | | | | | | | |
| 90 | 4000.0 | | | | | | | |
| 91 | 11 | 3 | | | | | | |
| 92 | 4 | .008 | .012 | | | | | |
| 93 | 2 | .016 | .020 | | | | | |
| 94 | 1 | .005 | .009 | | | | | |
| 95 | | | | | | | | |
| 96 | TITLE - 5000 FT SLANT RANGE | | | | | | | |
| 97 | 5000.0 | | | | | | | |
| 98 | 11 | 3 | | | | | | |
| 99 | 4 | .006 | .010 | | | | | |
| 100 | 2 | .014 | .016 | | | | | |
| 101 | 1 | .004 | .008 | | | | | |
| 102 | | | | | | | | |
| 103 | TITLE - 5000 FT SLANT RANGE | | | | | | | |
| 104 | 6000.0 | | | | | | | |
| 105 | 11 | 3 | | | | | | |
| 106 | 4 | .005 | .009 | | | | | |
| 107 | 2 | .013 | .017 | | | | | |
| 108 | 1 | .003 | .007 | | | | | |
| 109 | | | | | | | | |
| 110 | 6 | | | | | | | |
| 111 | TITLE - 1000 FT SLANT RANGE | | | | | | | |
| 112 | 1000.0 | | | | | | | |
| 113 | 9 | 350.0 | | | | | | |
| 114 | 11 | 3 | | | | | | |
| 115 | 4 | .016 | .020 | | | | | |
| 116 | 2 | .024 | .028 | | | | | |
| 117 | 1 | .010 | .014 | | | | | |
| 118 | | | | | | | | |
| 119 | 6 | | | | | | | |
| 120 | TITLE - 2000 FT SLANT RANGE | | | | | | | |
| 121 | 2000.0 | | | | | | | |
| 122 | 11 | 3 | | | | | | |
| 123 | 4 | .015 | .019 | | | | | |
| 124 | 2 | .023 | .027 | | | | | |
| 125 | 1 | .009 | .013 | | | | | |
| 126 | | | | | | | | |
| 127 | 6 | | | | | | | |
| 128 | TITLE - 3000 FT SLANT RANGE | | | | | | | |
| 129 | 3000.0 | | | | | | | |
| 130 | 11 | 3 | | | | | | |
| 131 | 4 | .012 | .016 | | | | | |
| 132 | 2 | .020 | .024 | | | | | |
| 133 | 1 | .008 | .012 | | | | | |
| 134 | | | | | | | | |
| 135 | 6 | | | | | | | |
| 136 | TITLE - 4000 FT SLANT RANGE | | | | | | | |
| 137 | 4000.0 | | | | | | | |
| 138 | 11 | 3 | | | | | | |
| 139 | 4 | .010 | .014 | | | | | |
| 140 | 2 | .018 | .022 | | | | | |
| 141 | 1 | .007 | .011 | | | | | |
| 142 | | | | | | | | |
| 143 | 6 | | | | | | | |
| 144 | TITLE - 5000 FT SLANT RANGE | | | | | | | |
| 145 | 5000.0 | | | | | | | |
| 146 | 11 | 3 | | | | | | |

TABLE 3. REPRINT LISTING OF INPUT DATA FOR A REGULAR COMPUTER RUN (CONCLUDED)

| INPUT DATA CARD NO. | 1 | 10 | 20 | 30 | 40 | 50 | 60 | 70 |
|------------------------|-----------------------------|--------|------|------|----|----|----|----|
| 143 | 4 | .008 | .012 | | | | | |
| 144 | 2 | .016 | .020 | | | | | |
| 145 | 1 | .006 | .010 | | | | | |
| 146 | | | | | | | | |
| 147 | TITLE = 6000 FT SLANT RANGE | | | | | | | |
| 148 | 7 | 6000.0 | | | | | | |
| 149 | 11 | 3 | | | | | | |
| 150 | 6 | | .007 | .011 | | | | |
| 151 | 2 | | .015 | .019 | | | | |
| 152 | 1 | | .005 | .009 | | | | |
| 153 | | | | | | | | |
| 154 | TITLE = 1000 FT SLANT RANGE | | | | | | | |
| 155 | 7 | 1000.0 | | | | | | |
| 156 | 9 | 450.0 | | | | | | |
| 157 | 11 | 3 | | | | | | |
| 158 | 6 | | .018 | .022 | | | | |
| 159 | 2 | | .026 | .030 | | | | |
| 160 | 1 | | .012 | .016 | | | | |
| 161 | | | | | | | | |
| 162 | TITLE = 2000 FT SLANT RANGE | | | | | | | |
| 163 | 7 | 2000.0 | | | | | | |
| 164 | 11 | 3 | | | | | | |
| 165 | 4 | | .017 | .021 | | | | |
| 166 | 2 | | .025 | .029 | | | | |
| 167 | 1 | | .011 | .015 | | | | |
| 168 | | | | | | | | |
| 169 | TITLE = 3000 FT SLANT RANGE | | | | | | | |
| 170 | 7 | 3000.0 | | | | | | |
| 171 | 11 | 3 | | | | | | |
| 172 | 4 | | .014 | .018 | | | | |
| 173 | 2 | | .022 | .026 | | | | |
| 174 | 1 | | .010 | .014 | | | | |
| 175 | | | | | | | | |
| 176 | TITLE = 4000 FT SLANT RANGE | | | | | | | |
| 177 | 7 | 4000.0 | | | | | | |
| 178 | 11 | 3 | | | | | | |
| 179 | 4 | | .012 | .016 | | | | |
| 180 | 2 | | .028 | .026 | | | | |
| 181 | 1 | | .009 | .013 | | | | |
| 182 | | | | | | | | |
| 183 | TITLE = 5000 FT SLANT RANGE | | | | | | | |
| 184 | 7 | 5000.0 | | | | | | |
| 185 | 11 | 3 | | | | | | |
| 186 | 4 | | .010 | .015 | | | | |
| 187 | 2 | | .018 | .022 | | | | |
| 188 | 1 | | .006 | .012 | | | | |
| 189 | | | | | | | | |
| 190 | TITLE = 6000 FT SLANT RANGE | | | | | | | |
| 191 | 7 | 6000.0 | | | | | | |
| 192 | 11 | 3 | | | | | | |
| 193 | 4 | | .009 | .013 | | | | |
| 194 | 2 | | .017 | .021 | | | | |
| 195 | 1 | | .007 | .011 | | | | |
| 196 | | | | | | | | |
| 197 | | | | | | | | |

TABLE 4. OUTPUT

SAMPLE • REGULAR COMPUTER RUN •

| COORDINATE | AIM ERROR (MILS) | BALLISTIC DISPERSION (MILS) |
|------------------|---------------------|--------------------------------|
| RANGE DEFLECTION | 4.2 4.2 | 1.4 1.4 |

AIRCRAFT SPEED (KTAS) = 150.
STEADY STATE FIRING RATE PER GUN (RDS/MIN) = 6100.
SLANT RANGE AT COMMENCEMENT OF FIRING RUN (FT) = 1000.
NO. OF ROUNDS PER PASS PER GUN = 120
PROBABILITY OF JAMMING = .00100

TARGET LENGTH (FEET) = 11.7
TARGET WIDTH (FEET) = 11.7

NUMBER OF MONTE CARLO ITERATIONS = 500
NUMBER OF EMPTY PASSES THROUGH RANDOM NO. GENERATORS = 10
NUMBER OF GUN SYSTEMS CONSIDERED = 1

PROBABILITY OF TARGET KILL = .786
STANDARD DEVIATION OF THE MEAN = .0183

| NO. OF RDS/GUN | CONDITIONAL KILL PROBABILITY | TIME | CORRELATION CONSTANTS | SLANT RANGE | KILL PROBABILITY |
|----------------|------------------------------|--------|-----------------------|-------------|------------------|
| 1 | .012 | .1800 | 0.000 0.000 | 954. | .008 |
| 2 | .012 | .1964 | .975 .951 | 950. | .012 |
| 3 | .012 | .2128 | .975 .951 | 946. | .016 |
| 4 | .012 | .2292 | .975 .951 | 942. | .022 |
| 5 | .020 | .2456 | .975 .951 | 938. | .034 |
| 6 | .021 | .2620 | .975 .951 | 934. | .042 |
| 7 | .017 | .2784 | .975 .951 | 930. | .044 |
| 8 | .013 | .2948 | .975 .951 | 925. | .066 |
| 9 | .013 | .3112 | .975 .951 | 921. | .070 |
| 10 | .013 | .3276 | .975 .951 | 917. | .074 |
| 11 | .013 | .3440 | .975 .951 | 913. | .082 |
| 12 | .021 | .3604 | .975 .951 | 909. | .096 |
| 13 | .021 | .3768 | .975 .951 | 905. | .114 |
| 14 | .007 | .3932 | .975 .951 | 900. | .116 |
| 15 | .013 | .4096 | .975 .951 | 896. | .118 |
| 16 | .013 | .4260 | .975 .951 | 892. | .134 |
| 17 | .013 | .4424 | .975 .951 | 888. | .136 |
| 18 | .013 | .4588 | .975 .951 | 884. | .142 |
| 19 | .021 | .4752 | .975 .951 | 880. | .156 |
| 20 | .021 | .4916 | .975 .951 | 876. | .178 |
| 21 | .007 | .5080 | .975 .951 | 874. | .184 |
| 22 | .013 | .5244 | .975 .951 | 867. | .196 |
| 23 | .013 | .5408 | .975 .951 | 863. | .212 |
| 24 | .013 | .5572 | .975 .951 | 859. | .218 |
| 25 | .013 | .5736 | .975 .951 | 855. | .230 |
| 26 | .021 | .5900 | .975 .951 | 851. | .236 |
| 27 | .021 | .6064 | .975 .951 | 846. | .249 |
| 28 | .007 | .6228 | .975 .951 | 842. | .252 |
| 29 | .013 | .6392 | .975 .951 | 838. | .260 |
| 30 | .013 | .6556 | .975 .951 | 834. | .278 |
| 31 | .013 | .6720 | .975 .951 | 830. | .290 |
| 32 | .021 | .6884 | .975 .951 | 826. | .306 |
| 33 | .021 | .7048 | .975 .951 | 822. | .310 |
| 34 | .007 | .7212 | .975 .951 | 817. | .314 |
| 35 | .013 | .7376 | .975 .951 | 813. | .324 |
| 36 | .013 | .7540 | .975 .951 | 809. | .328 |
| 37 | .013 | .7704 | .975 .951 | 805. | .334 |
| 38 | .013 | .7868 | .975 .951 | 801. | .352 |
| 39 | .012 | .8032 | .975 .951 | 797. | .362 |
| 40 | .022 | .8196 | .975 .951 | 793. | .376 |
| 41 | .008 | .8360 | .975 .951 | 789. | .382 |
| 42 | .024 | .8524 | .975 .951 | 784. | .386 |
| 43 | .014 | .8688 | .975 .951 | 780. | .388 |
| 44 | .014 | .8852 | .975 .951 | 776. | .394 |
| 45 | .014 | .9016 | .975 .951 | 772. | .398 |
| 46 | .014 | .9180 | .975 .951 | 768. | .400 |
| 47 | .022 | .9344 | .975 .951 | 763. | .420 |
| 48 | .022 | .9508 | .975 .951 | 759. | .422 |
| 49 | .008 | .9672 | .975 .951 | 755. | .422 |
| 50 | .014 | .9836 | .975 .951 | 751. | .430 |
| 51 | .014 | .10000 | .975 .951 | 747. | .432 |
| 52 | .014 | .10164 | .975 .951 | 743. | .432 |
| 53 | .014 | .10328 | .975 .951 | 739. | .442 |

TABLE 4. OUTPUT (CONTINUED)

| NO. OF RDS/GUN | CONDITIONAL KILL PROBABILITY | TIME | CORRELATION CONSTANTS | SLANT RANGE | KILL PROBABILITY |
|-------------------|------------------------------------|--------|--------------------------|----------------|---------------------|
| 54 | .022 | 1.0435 | .978 .954 | 736. | .446 |
| 55 | .022 | 1.0560 | .978 .954 | 732. | .458 |
| 56 | .008 | 1.0725 | .978 .954 | 728. | .462 |
| 57 | .014 | 1.0870 | .978 .954 | 725. | .464 |
| 58 | .014 | 1.1014 | .978 .954 | 721. | .472 |
| 59 | .014 | 1.1159 | .978 .954 | 717. | .476 |
| 60 | .014 | 1.1304 | .978 .954 | 714. | .486 |
| 61 | .022 | 1.1449 | .978 .954 | 710. | .502 |
| 62 | .022 | 1.1594 | .978 .954 | 706. | .504 |
| 63 | .008 | 1.1739 | .978 .954 | 703. | .506 |
| 64 | .014 | 1.1884 | .978 .954 | 699. | .518 |
| 65 | .014 | 1.2029 | .978 .954 | 695. | .524 |
| 66 | .014 | 1.2174 | .978 .954 | 692. | .532 |
| 67 | .014 | 1.2319 | .978 .954 | 688. | .550 |
| 68 | .022 | 1.2464 | .978 .954 | 684. | .554 |
| 69 | .023 | 1.2609 | .978 .954 | 681. | .566 |
| 70 | .015 | 1.2754 | .978 .954 | 677. | .566 |
| 71 | .015 | 1.2899 | .978 .954 | 673. | .566 |
| 72 | .015 | 1.3043 | .978 .954 | 670. | .572 |
| 73 | .015 | 1.3188 | .978 .954 | 666. | .580 |
| 74 | .015 | 1.3333 | .978 .954 | 662. | .592 |
| 75 | .023 | 1.3478 | .978 .954 | 658. | .598 |
| 76 | .023 | 1.3623 | .978 .954 | 654. | .598 |
| 77 | .009 | 1.3768 | .978 .954 | 651. | .598 |
| 78 | .015 | 1.3913 | .978 .954 | 648. | .606 |
| 79 | .015 | 1.4058 | .978 .954 | 640. | .612 |
| 80 | .015 | 1.4203 | .978 .954 | 637. | .616 |
| 81 | .023 | 1.4348 | .978 .954 | 633. | .618 |
| 82 | .023 | 1.4493 | .978 .954 | 629. | .624 |
| 83 | .009 | 1.4638 | .978 .954 | 626. | .636 |
| 84 | .015 | 1.4783 | .978 .954 | 622. | .644 |
| 85 | .015 | 1.4928 | .978 .954 | 618. | .650 |
| 86 | .015 | 1.5073 | .978 .954 | 615. | .652 |
| 87 | .015 | 1.5217 | .978 .954 | 611. | .656 |
| 88 | .015 | 1.5362 | .978 .954 | 607. | .662 |
| 89 | .023 | 1.5507 | .978 .954 | 604. | .668 |
| 90 | .009 | 1.5652 | .978 .954 | 600. | .674 |
| 91 | .015 | 1.5797 | .978 .954 | 596. | .686 |
| 92 | .023 | 1.5942 | .978 .954 | 592. | .690 |
| 93 | .015 | 1.6087 | .978 .954 | 593. | .692 |
| 94 | .015 | 1.6232 | .978 .954 | 589. | .698 |
| 95 | .023 | 1.6377 | .978 .954 | 585. | .686 |
| 96 | .023 | 1.6522 | .978 .954 | 582. | .686 |
| 97 | .009 | 1.6667 | .978 .954 | 578. | .690 |
| 98 | .015 | 1.6812 | .978 .954 | 574. | .690 |
| 99 | .015 | 1.6957 | .978 .954 | 571. | .692 |
| 100 | .015 | 1.7101 | .978 .954 | 567. | .692 |
| 101 | .015 | 1.7246 | .978 .954 | 563. | .698 |
| 102 | .024 | 1.7391 | .978 .954 | 560. | .702 |
| 103 | .024 | 1.7536 | .978 .954 | 556. | .710 |
| 104 | .010 | 1.7681 | .978 .954 | 552. | .716 |
| 105 | .016 | 1.7826 | .978 .954 | 549. | .726 |
| 106 | .016 | 1.7971 | .978 .954 | 545. | .734 |
| 107 | .016 | 1.8116 | .978 .954 | 541. | .738 |
| 108 | .016 | 1.8261 | .978 .954 | 538. | .748 |
| 109 | .016 | 1.8406 | .978 .954 | 534. | .750 |
| 110 | .024 | 1.8551 | .978 .954 | 530. | .754 |
| 111 | .024 | 1.8696 | .978 .954 | 527. | .756 |
| 112 | .010 | 1.8841 | .978 .954 | 523. | .760 |
| 113 | .015 | 1.8986 | .978 .954 | 519. | .766 |
| 114 | .016 | 1.9130 | .978 .954 | 516. | .770 |
| 115 | .016 | 1.9275 | .978 .954 | 512. | .774 |
| 116 | .016 | 1.9420 | .978 .954 | 508. | .778 |
| 117 | .024 | 1.9565 | .978 .954 | 504. | .780 |
| 118 | .024 | 1.9710 | .978 .954 | 497. | .786 |
| 119 | .010 | 1.9855 | .978 .954 | 494. | .786 |
| 120 | .016 | 2.0000 | .978 .954 | | |

TABLE 4. OUTPUT (CONTINUED)

TITLE - 1000 FT SLANT RANGE

| COORDINATE | AIM ERROR (MILS) | BALLISTIC DISPERSION (MILS) |
|------------------|---------------------|--------------------------------|
| RANGE DEFLECTION | 4.2 4.2 | 1.4 1.4 |

AIRCRAFT SPEED (KTAS) = 350.
 STEADY STATE FIRING RATE PER GUN (ROS/MIN) = 4100.
 SLANT RANGE AT COMMENCEMENT OF FIRING RUN (FT) = 1000.
 NO. OF ROUNDS PER PASS PER GUN = 120
 PROBABILITY OF JAMMING = .00100

TARGET LENGTH (FEET) = 11.7
 TARGET WIDTH (FEET) = 11.7

NUMBER OF MONTE CARLO ITERATIONS = 200
 NUMBER OF EMPTY PASSES THROUGH RANDOM NO. GENERATORS = 10
 NUMBER OF GUN SYSTEMS CONSIDERED = 1

PROBABILITY OF TARGET KILL = 1.000
 STANDARD DEVIATION OF THE MEAN = 0.0000

| NO. OF ROS/GUN | CONDITIONAL KILL PROBABILITY | TIME | CORRELATION CONSTANTS | SLANT RANGE | KILL PROBABILITY |
|-------------------|------------------------------------|--------|--------------------------|----------------|---------------------|
| 016 | .1800 | .8.000 | 0.000 | 694. | .010 |
| 016 | .1964 | .975 | .951 | 884. | .025 |
| 016 | .2128 | .975 | .951 | 874. | .030 |
| 016 | .2292 | .975 | .951 | 864. | .035 |
| 024 | .2456 | .975 | .951 | 855. | .050 |
| 025 | .2620 | .975 | .951 | 845. | .070 |
| 011 | .2784 | .975 | .951 | 836. | .085 |
| 017 | .2948 | .975 | .951 | 826. | .085 |
| 017 | .3112 | .975 | .951 | 816. | .100 |
| 017 | .3276 | .975 | .951 | 806. | .115 |
| 017 | .3440 | .975 | .951 | 797. | .125 |
| 025 | .3604 | .975 | .951 | 787. | .140 |
| 025 | .3768 | .975 | .951 | 777. | .155 |
| 011 | .3932 | .975 | .951 | 768. | .160 |
| 017 | .4096 | .975 | .951 | 758. | .175 |
| 017 | .4260 | .975 | .951 | 748. | .190 |
| 017 | .4424 | .975 | .951 | 739. | .200 |
| 017 | .4588 | .975 | .951 | 729. | .210 |
| 025 | .4752 | .975 | .951 | 719. | .220 |
| 025 | .4916 | .975 | .951 | 710. | .220 |
| 011 | .5080 | .975 | .951 | 700. | .220 |
| 017 | .5244 | .975 | .951 | 690. | .220 |
| 017 | .5408 | .975 | .951 | 680. | .220 |
| 017 | .5572 | .975 | .951 | 671. | .220 |
| 017 | .5736 | .975 | .951 | 661. | .220 |
| 025 | .5900 | .975 | .951 | 651. | .220 |
| 025 | .6064 | .975 | .951 | 642. | .220 |
| 025 | .6228 | .975 | .951 | 632. | .220 |
| 011 | .6392 | .975 | .951 | 622. | .220 |
| 017 | .6556 | .975 | .951 | 612. | .220 |
| 017 | .6720 | .975 | .951 | 603. | .220 |
| 017 | .6884 | .975 | .951 | 593. | .220 |
| 025 | .7048 | .975 | .951 | 584. | .220 |
| 025 | .7212 | .975 | .951 | 574. | .220 |
| 011 | .7376 | .975 | .951 | 564. | .220 |
| 018 | .7540 | .975 | .951 | 555. | .220 |
| 018 | .7704 | .975 | .951 | 545. | .220 |
| 018 | .7868 | .975 | .951 | 535. | .220 |
| 018 | .8032 | .975 | .951 | 525. | .220 |
| 022 | .8196 | .975 | .951 | 516. | .220 |
| 022 | .8360 | .975 | .951 | 506. | .220 |
| 012 | .8524 | .975 | .951 | 496. | .220 |
| 018 | .8688 | .975 | .951 | 487. | .220 |
| 018 | .8852 | .975 | .951 | 477. | .220 |
| 018 | .9016 | .975 | .951 | 467. | .220 |
| 018 | .9180 | .975 | .951 | 458. | .220 |
| 026 | .9344 | .975 | .951 | 448. | .220 |
| 026 | .9508 | .975 | .951 | 438. | .220 |
| 012 | .9672 | .975 | .951 | 429. | .220 |
| 018 | .9836 | .975 | .951 | 419. | .220 |
| 018 | 1.0000 | .978 | .954 | 401. | .220 |
| 018 | 1.0164 | .978 | .954 | 392. | .220 |
| 018 | 1.0329 | .978 | .954 | 382. | .220 |

TABLE 4. OUTPUT (CONCLUDED)

| NO. OF RDS/GUN | CONDITIONAL KILL PROBABILITY | TIME | CORRELATION CONSTANTS | SLANT RANGE | KILL PROBABILITY |
|-------------------|------------------------------------|--------|--------------------------|----------------|---------------------|
| 54 | .026 | 1.0435 | .978 .954 | 394. | .555 |
| 55 | .026 | 1.0580 | .978 .954 | 375. | .565 |
| 56 | .012 | 1.0725 | .978 .954 | 366. | .575 |
| 57 | .018 | 1.0870 | .978 .954 | 356. | .580 |
| 58 | .018 | 1.1014 | .978 .954 | 349. | .585 |
| 59 | .018 | 1.1159 | .978 .954 | 341. | .590 |
| 60 | .018 | 1.1304 | .978 .954 | 332. | .595 |
| 61 | .026 | 1.1449 | .978 .954 | 324. | .605 |
| 62 | .026 | 1.1594 | .978 .954 | 315. | .615 |
| 63 | .012 | 1.1739 | .978 .954 | 306. | .625 |
| 64 | .018 | 1.1884 | .978 .954 | 298. | .635 |
| 65 | .018 | 1.2029 | .978 .954 | 289. | .650 |
| 66 | .018 | 1.2174 | .978 .954 | 281. | .655 |
| 67 | .018 | 1.2319 | .978 .954 | 272. | .660 |
| 68 | .026 | 1.2464 | .978 .954 | 264. | .675 |
| 69 | .027 | 1.2609 | .978 .954 | 255. | .685 |
| 70 | .013 | 1.2754 | .978 .954 | 247. | .695 |
| 71 | .019 | 1.2899 | .978 .954 | 238. | .695 |
| 72 | .019 | 1.3043 | .978 .954 | 229. | .705 |
| 73 | .019 | 1.3188 | .978 .954 | 221. | .715 |
| 74 | .019 | 1.3333 | .978 .954 | 212. | .715 |
| 75 | .027 | 1.3478 | .978 .954 | 204. | .730 |
| 76 | .027 | 1.3623 | .978 .954 | 195. | .735 |
| 77 | .013 | 1.3768 | .978 .954 | 187. | .740 |
| 78 | .019 | 1.3913 | .978 .954 | 178. | .745 |
| 79 | .019 | 1.4058 | .978 .954 | 169. | .760 |
| 80 | .019 | 1.4203 | .978 .954 | 161. | .760 |
| 81 | .019 | 1.4348 | .978 .954 | 152. | .770 |
| 82 | .027 | 1.4493 | .978 .954 | 144. | .780 |
| 83 | .027 | 1.4638 | .978 .954 | 135. | .785 |
| 84 | .013 | 1.4783 | .978 .954 | 127. | .785 |
| 85 | .019 | 1.4928 | .978 .954 | 118. | .795 |
| 86 | .019 | 1.5072 | .978 .954 | 110. | .800 |
| 87 | .019 | 1.5217 | .978 .954 | 101. | .800 |
| 88 | .019 | 1.5362 | .978 .954 | 92. | .810 |
| 89 | .027 | 1.5507 | .978 .954 | 84. | .810 |
| 90 | .027 | 1.5652 | .978 .954 | 75. | .815 |
| 91 | .013 | 1.5797 | .978 .954 | 67. | .815 |
| 92 | .019 | 1.5942 | .978 .954 | 58. | .815 |
| 93 | .019 | 1.6087 | .978 .954 | 50. | .815 |
| 94 | .019 | 1.6232 | .978 .954 | 41. | .815 |
| 95 | .019 | 1.6377 | .978 .954 | 32. | .825 |
| 96 | .027 | 1.6522 | .978 .954 | 24. | .825 |
| 97 | .027 | 1.6667 | .978 .954 | 15. | .825 |
| 98 | .013 | 1.6812 | .978 .954 | 7. | .825 |
| 99 | .019 | 1.6957 | .978 .954 | -2. | .000 |

THE AIRCRAFT FLEW INTO THE TARGET AFTER FIRING 98 ROUNDS

ROUNDS FIRED IN 1 SEC. 31. AIR SPEED 150. KNOTS
STEADY FIRE RATE 4100.0 ROUNDS/MIN DIVE ANGLE -0.0
BALLISTIC DISP. 1.39 RANGE. 1.39 DEFLECTION
AIM ERROR 4.24 RANGE. 4.24 DEFLECTION

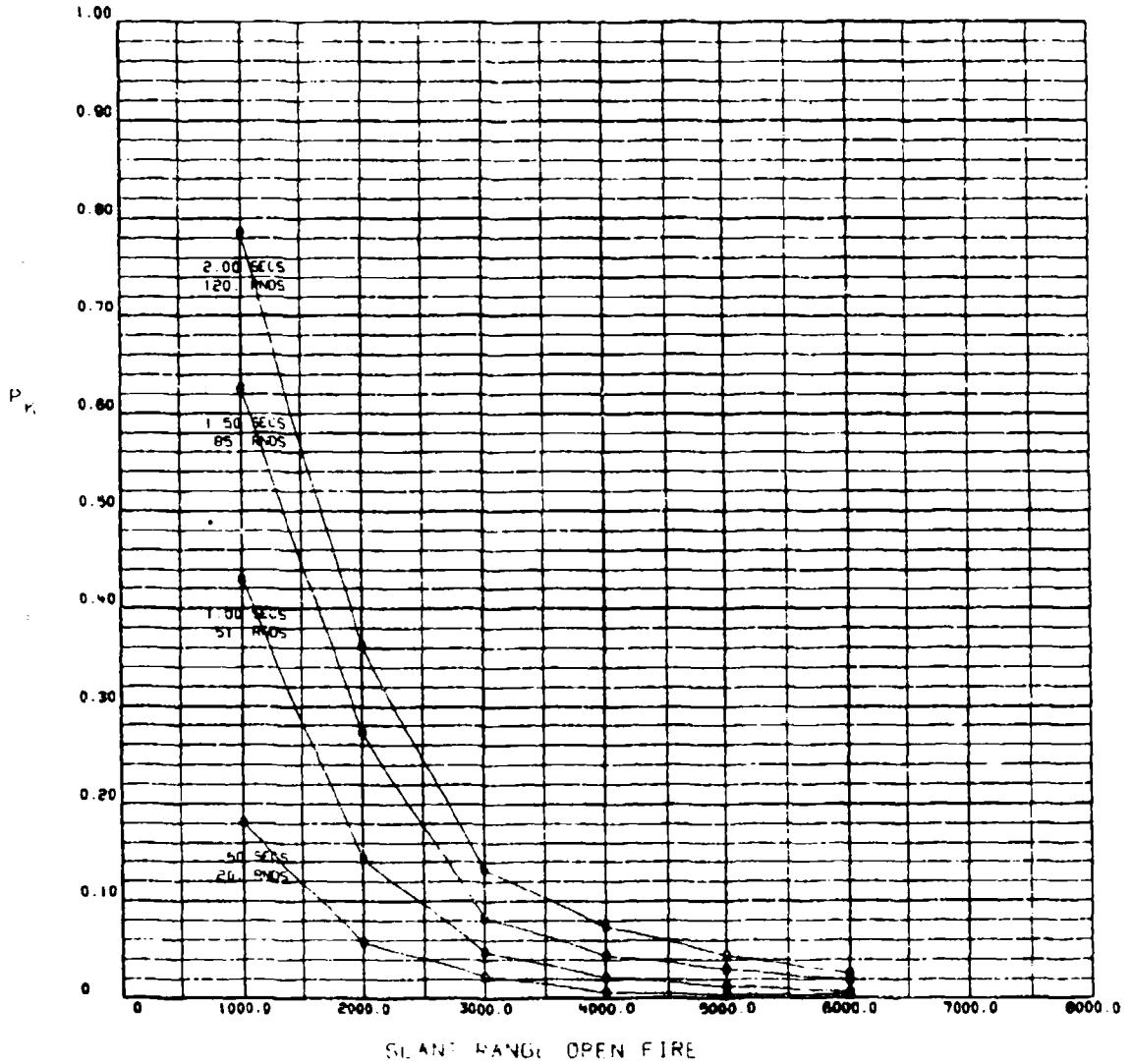


Figure 4. Filmplot Output Sample for Regular Computer Run

SECTION VI

GENERATE THE INPUT RUN

SAMPLE PROBLEM

The sample for Generate the Input Run uses the same data as the Regular Computer Run in order to demonstrate the flexibility, time savings and less chance for errors that can be realized through the use of this technique (see sample problem in Section V for details of problem).

There are five parameters that change more frequently than the other inputs. They are listed in Figure 5 with their hierarchy. Table 5 describes how to set the job up. Table 6 is a sample coding for the problem. Table 7 is a REPRNT listing (a computer system routine) of the input data. Table 8 contains a list of the data generated from the input from Table 7. The final output listing is given in Table 9 with most of the input values included. After the columnar titles each round is analyzed for the entire burst. This output is the same as the Regular Computer Run. Also when the slant range goes negative the computation stops and prints out a message that the aircraft flew into the target. Figure 6 is the filmplot output for the first six slant range values with their respective probability of kill values plotted.

The time required for any given computer run can be calculated by the equation described in Section IV.

AIM
ERROR (S)
IAIM ≥ 1 , ≤ 3

BALLISTIC
DISPERSION (S)
IBALE ≥ 1 , ≤ 6

AIRCRAFT
VELOCITY (IES)
IVEL ≥ 1 , ≤ 12

TARGET (S)
LENGTH & WIDTH
ITGTL
ITGIW

SLANT
RANGES
NSLANT ≥ 1 , ≤ 6

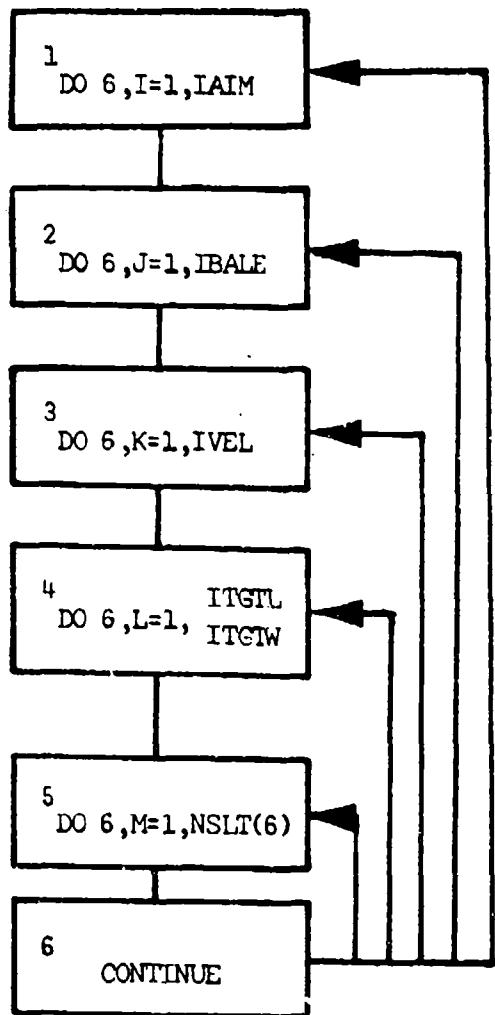


Figure 5. Flow Chart for Generate the Input Run

TABLE 5. DESCRIPTION OF THE SET-UP FOR A GENERATE THE INPUT RUN

| Card | Columns | Variable | Limits | Description | Units |
|---------------|----------------------|----------|--------|--|-----------------|
| 1 | 1 | IPLOT | 0,1,2 | 0 = No plots. 1 = Plot option has been turned on. 2 = Stand alone plot. | |
| | 2 | IPLOT | 0,1 | 0 = Regular computer run. 1 = Data will be generated. | |
| | 3 | 10. | 0,1 | 0 = Do not execute the generated input data. This is used for checking the set-up before executing it. 1 = execute the generated input data. | |
| | 4-5 | ITM | 1-10 | Number of burst lengths to be plotted. | |
| 6-12 13-19 | IPLOT(1) IPLOT(2) | | | Time which burst length should be plotted. | secs decimal |
| . | . | | | | |
| . | . | | | | |
| 69-75 | IPLOT(10) | | | TIME (RTN). | |
| 2 | 1-2 | D(1) | ? | Address = 1. | |
| | 3-10 | A | 20,51 | Correlation coefficient in range between consecutive airpoints. | |
| | | | | NOTE: If a value for the correlation coefficient is computed in the program for each round, this parameter should be set to zero. If JEM = 1 on card 12. | |
| 3 | 1-2 | D(2) | ? | Address = 2. | |
| | 3-10 | B | 20,51 | Correlation coefficient in deflection between consecutive airpoints. | |
| | | | | NOTE: If a value for the correlation coefficient is computed in the program for each round, this parameter should be set to zero if JEM = 1 on card 12. | |

TABLE 5. DESCRIPTION OF THE SET-UP FOR A GENERATE THE INPUT RUN (CONTINUED)

| Card | Columns | Variable | Limits | Description | Units |
|--|---------|----------|--------|--|---------|
| 4 | 1-2 | D(8) | 8 | Address = 8. | |
| | 3-10 | R | | Firing rate of gun in rounds per minute. | |
| 5 | 1-2 | D(10) | 10 | Address = 10. | |
| | 3-10 | N | | Number of rounds fired on a single pass per gun. | decimal |
| 6 | 1-2 | D(14) | 14 | Address = 14. | |
| | 3-10 | P | 200-- | Maximum number of Monte Carlo iterations. | |
| 7 | 1-2 | D(15) | 15 | Address = 15. | |
| | 3-10 | II | | Number of dummy passes through random number generator. | decimal |
| 8 | 1-2 | D(16) | 16 | Address = 16. | |
| | 3-10 | DN | 21 | Increment in burst length. | |
| NOTE: This controls the number of lines that will be printed, i.e., 1 will cause the printer to write out a data line for each round in the burst. | | | | | |
| 9 | 1-2 | D(17) | 17 | Address = 17. | |
| | 3-10 | E | | Desired maximum value of the standard deviation of the mean. | |
| 10 | 1-2 | D(18) | 18 | Address = 18. | |
| | 3-10 | PJAM | | Probability of the gun jamming. | |
| 11 | 1-2 | D(19) | 19 | Address = 19. | |
| | 3-10 | GUNS | | Number of gun systems to be analyzed. | |

NOTE: The program computes a final probability of kill based on the total number of gun systems.

TABLE 5. DESCRIPTION OF THE SET-UP FOR A GENERATE THE INPUT RUN (CONTINUED)

| Card | Columns | Variable | Limits | Description | Units |
|------|---|---|--------|--|--------------------|
| 12 | 1-2 | D(20) | 20 | Address = 20 | |
| | 3-10 | JIM | 0,1 | 0 indicates that you have input some correlation value in cards 2 and 3 other than zero and omit cards 13, 14, and 15. 1 indicates you have a zero in cards 2 and 3 for the correlation values and plan to input a time-to-rate table for a Gatling gun by completing cards 13, 14, and 15. | |
| 13 | 1-5 | NOT | ≤30 | Number of pairs of entries for the time-to-rate table for 1 Gatling gun. | |
| 14 | 1-8 9-16 · · · ? cards | RD(1) RD(2) · · RD(NOT) | | Number of rounds fired at TIME (1) Number of rounds fired at TIME (2) · · Number of rounds fired at TIME (NOT) | |
| | NOTE: You can have from 1 to 3 cards for a maximum of 30 entries. | | | | |
| 15 | 1-5 6-10 · · · 3 cards | TIME(1) TIME(2) · · TIME(NOT) | | Time to fire RD(1) rounds Time to fire RD(2) rounds · · Time to fire RD(NOT) rounds | |
| 16 | | | | Blank card | |
| 17 | | | | End of record card | |
| 18 | 1-2 6-10 11-15 | TAIM SIGMA (ALPHA)/1 SGRU(1) | 1,2,3 | Number of sets of aiming errors Beginning value for the first standard deviation of the aim error in range End value for standard deviation aim error in range | miles o miles o |

NOTE: If no end value is used, the beginning value will be used for the entire burst length. If an end value is used, the program will do a linear interpolation between the beginning and end value for the aim error based on the effective range of the aircraft.

TABLE 5. DESCRIPTION OF THE SET-UP FOR A GENERATE THE INPUT RUN (CONTINUED)

| CARD | COLUMNS | VARIABLE | LIMITS | DESCRIPTION | UNITS |
|------|---------|---------------------|--------|--|---------|
| | 16-20 | SIGMA (BETA)(1) | | Beginning value for the first standard deviation of the aim error in deflection. | miles o |
| | 21-25 | SGD1(1) | | End value for standard deviation aim error in deflection. (See SGRI(1) Note) | miles o |
| | 26-30 | SIGMA (ALPHA)(2) | | Beginning value for the second standard deviation of the aim error in range | |
| | 31-35 | SGR1(2) | | End value for the second standard deviation aim error in range. (See SGR1(1) Note) | |
| | 36-40 | SIGMA (BETA)(2) | | Beginning value for the second standard deviation aim error in deflection. | |
| | 41-45 | SGD1(2) | | End value for the second standard deviation aim error in deflection. (See SGRI(1) Note) | |
| | 46-50 | SIGMA | | Beginning value for the third standard deviation aim error in range | |
| | 51-55 | SGR1(3) | | End value for the third standard deviation aim error in range. (See SGRI(1) Note) | |
| | 56-60 | SIGMA (BETA)(3) | | Beginning value for the third standard deviation aim error in deflection. | |
| | 61-65 | SGD1(3) | | End value for the third standard deviation aim error in deflection. (See SGRI(1) Note) | |
| 19 | 1-2 | IBALE | 1-6 | Number of sets of ballistic errors | |
| | 6-10 | BALE(1) | | First ballistic error standard deviation in range | miles o |
| | 11-15 | BALE(2) | | First ballistic error standard deviation in deflection. Repeat the above step and this step for a maximum of 6 sets. | miles o |
| 20 | 1-2 | IVEL | 1-12 | Number of aircraft velocities following | |

TABLE 5. DESCRIPTION OF THE SET-UP FOR A GENERATE THE INPUT RUN (CONTINUED)

| Card | Columns | Variable | Limits | Description | Units |
|------|---|-----------|--------|--|--------------|
| | 6-10 | VEL(1) | | First aircraft velocity | knots |
| | . | . | . | . | . |
| | . | . | . | . | . |
| | 61-65 | VEL(12) | | Twelfth aircraft velocity | knots |
| 21 | 1-2 | ITGTL | 1-12 | Number of different target lengths following | |
| | 6-10 | TGTL(1) | | First target length in range | feet |
| | . | . | . | . | . |
| | . | . | . | . | . |
| | 61-65 | TGTL(12) | | Twelfth target length in range | feet |
| 22 | 1-2 | ITGTw | 1-12 | Number of target widths following | |
| | 6-10 | ITGTw(1) | | First target width in deflection | feet decimal |
| | . | . | . | . | . |
| | . | . | . | . | . |
| | 61-65 | ITGTw(12) | | Twelfth target width in deflection | feet |
| 23 | 1-2 | IKILL | 2-6 | Number of conditional kill cards in this set - must equal NSLT(1), Card 24 | decimal |
| | NOTE: This value is used on the first card of each set of conditional kill ratio tables, i.e., when card 23 is repeated second through the sixth time this parameter is omitted. See sample set up. | | | | |
| | 6-10 | WTYPE(1) | 1,2,3 | 1,2, or 3 different arm types analyzed in burst | decimal |
| | 11-15 | HMR(1) | | Number of consecutive rounds using the first conditional kill ratio | decimal |
| | NOTE: If HMR(1) = 0 the program sets HMR(1) equal to 1 if WTYPE(1) = 1. This card type is the same as card 14 in the REGULAR COMPUTER run set-up. | | | | |
| | 16-20 | CP1(1) | | Value of the conditional kill ratio at the beginning of the burst | |
| | 21-25 | CP1(1) | | Value of the conditional kill ratio at the end of the burst. The program does a linear interpolation between the beginning and end values. If no end conditional kill value is input, the beginning value will be used HMR(1) times. | |

TABLE 5. DESCRIPTION OF THE SET-UP FOR A GENERATE THE INPUT RUN (CONCLUDED)

| Card | Columns | Variable | Limits | Description | Units |
|--|---------|---------------|--------|--|---------|
| | 26-30 | NUMR(2) | | Number of consecutive rounds using the second conditional kill ratio. This option will be used in NTYPE(1) is 2 or 3. | decimal |
| | 31-35 | CPI(2) | | Beginning value for second conditional kill ratio in the mixed round ammo belt. | |
| | 36-40 | CPN(2) | | End value for the second conditional kill ratio in the mixed round ammo belt. When the end value is input, the program does a linear interpolation between the beginning and end values. If no end conditional kill value is input the beginning value will be used NUMR(2) times. | |
| | 41-45 | NUMR(3) | | Number of consecutive rounds using the third conditional kill ratio. This option will be used if NTYPE(1) is equal to 3. | decimal |
| | 46-50 | CPI(3) | | Beginning value for the third conditional kill ratio in the mixed round ammo belt. | |
| | 51-55 | CPN(3) | | End value for the third conditional kill ratio in the mixed round ammo belt. When the end value is input, the program does a linear interpolation between the beginning and end values. | |
| NOTE: Repeat Card 23 NSLT(1) times for each additional set of conditional kill tables (Sets range from 2 to 244). A set is = NSLT(1) or IKILL. No. of sets required = IAIM*IBALE*IVEL*ITGTL. | | | | | |
| 24 | 1-5 | ISLRG | 1 | Number of unique slant range tables; see sample set up. | |
| | 6-10 | NSLT(1) | 2-6 | Number of slant ranges on this card. | |
| NOTE: NSLT(1) should equal IKILL. | | | | | |
| | 11-20 | SLRNG(1) | | First slant range | feet |
| | . | . | | . | . |
| | . | . | | . | . |
| | 61-70 | SLRNG (IKILL) | | (IKILL) slant range | feet |
| 25 | 1-60 | TITLE(1) | | Hollerith information | |
| | 61-70 | | | omit this parameter on GENERATE-THE-INPUT data set-up. | |

Table 6. SAMPLE SET-UP FOR 'GENERATE THE INPUT'

| | 10 | 11 | 20 | 21 | 30 | 31 | 40 | 41 | 50 | 60 | 61 | 70 | 71 | 80 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 |
| 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 8 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 5 | 10 | 1 | 1 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 6 | 14 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 7 | 15 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 8 | 16 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 9 | 17 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 10 | 18 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 11 | 19 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 12 | 20 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 13 | 4 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 14 | 10 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 15 | 10 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 16 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 17 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 18 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 19 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 20 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

Table 6. SAMPLE SET-UP FOR 'GENERATE THE INPUT' (Continued)

| 1 | 10 | 11 | 20 | 21 | 30 | 31 | 40 | 41 | 50 | 51 | 60 | 61 | 70 | 71 | 80 |
|----|--------|-----|----------|-------|---------|---------|---------|---------|---------|---------|---------|---------|----------|----------|----------|
| 1 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 | 3.0 |
| 2 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 |
| 3 | 6.0 | 3.0 | 4.0 | 0.012 | 0.016 | 2.0 | 0.020 | 0.024 | 1.0 | 0.006 | 0.010 | | | | |
| 4 | 3.0 | 4.0 | 4.0 | 0.011 | 0.015 | 2.0 | 0.019 | 0.023 | 1.0 | 0.005 | 0.009 | | | | |
| 5 | 3.0 | 4.0 | 4.0 | 0.008 | 0.012 | 2.0 | 0.016 | 0.020 | 1.0 | 0.004 | 0.008 | | | | |
| 6 | 3.0 | 4.0 | 4.0 | 0.006 | 0.010 | 2.0 | 0.014 | 0.018 | 1.0 | 0.003 | 0.007 | | | | |
| 7 | 3.0 | 4.0 | 4.0 | 0.004 | 0.008 | 2.0 | 0.012 | 0.016 | 1.0 | 0.002 | 0.006 | | | | |
| 8 | 3.0 | 4.0 | 4.0 | 0.003 | 0.007 | 2.0 | 0.011 | 0.015 | 1.0 | 0.001 | 0.005 | | | | |
| 9 | 1.0 | 6.0 | 1.000 | 0.0 | 20000.0 | 30000.0 | 40000.0 | 50000.0 | 60000.0 | 70000.0 | 80000.0 | 90000.0 | 100000.0 | 110000.0 | 120000.0 |
| 10 | SAMPLE | — | GENERATE | THE | INPUT | | | | | | | | | | |
| 11 | 6 | 3.0 | 4.0 | 0.014 | 0.018 | 2.0 | 0.022 | 0.026 | 1.0 | 0.009 | 0.012 | | | | |
| 12 | 3.0 | 4.0 | 4.0 | 0.013 | 0.017 | 2.0 | 0.021 | 0.025 | 1.0 | 0.007 | 0.011 | | | | |
| 13 | 3.0 | 4.0 | 4.0 | 0.010 | 0.014 | 2.0 | 0.018 | 0.022 | 1.0 | 0.006 | 0.010 | | | | |
| 14 | 3.0 | 4.0 | 4.0 | 0.008 | 0.012 | 2.0 | 0.016 | 0.020 | 1.0 | 0.005 | 0.009 | | | | |
| 15 | 3.0 | 4.0 | 4.0 | 0.006 | 0.010 | 2.0 | 0.014 | 0.019 | 1.0 | 0.004 | 0.008 | | | | |
| 16 | 3.0 | 4.0 | 4.0 | 0.005 | 0.009 | 2.0 | 0.013 | 0.017 | 1.0 | 0.003 | 0.007 | | | | |
| 17 | 6 | 3.0 | 4.0 | 0.016 | 0.020 | 2.0 | 0.024 | 0.028 | 1.0 | 0.010 | 0.014 | | | | |
| 18 | 3.0 | 4.0 | 4.0 | 0.013 | 0.019 | 2.0 | 0.023 | 0.027 | 1.0 | 0.009 | 0.013 | | | | |
| 19 | 3.0 | 4.0 | 4.0 | 0.012 | 0.016 | 2.0 | 0.020 | 0.024 | 1.0 | 0.008 | 0.012 | | | | |
| 20 | 3.0 | 4.0 | 4.0 | 0.010 | 0.014 | 2.0 | 0.018 | 0.022 | 1.0 | 0.007 | 0.011 | | | | |

Table 6- SAMPLE SET-UP FOR 'GENERATE THE INPUT' (Concluded)

TABLE 7. REPRNT LISTING OF INPUT DATA FOR THE GENERATE THE INPUT RUN

| INPUT DATA CARD NO. | 1 | 10 | 20 | 30 | 40 | 50 | 60 | 70 |
|------------------------|-------|--------|-----|-----|-----|----|----|----|
| 1 | 111.4 | .5 | 1.1 | 1.5 | 2.0 | | | |
| 2 | 12 | .6.0 | | | | | | |
| 3 | 13 | 4100.0 | | | | | | |
| 4 | 14 | 1200.0 | | | | | | |
| 5 | 15 | 500.0 | | | | | | |
| 6 | 16 | 100.0 | | | | | | |
| 7 | 17 | 3.0 | | | | | | |
| 8 | 18 | 0.001 | | | | | | |
| 9 | 19 | 1.0 | | | | | | |
| 10 | 20 | 1.0 | | | | | | |
| 11 | 21 | 1.0 | | | | | | |
| 12 | 22 | 1.0 | | | | | | |
| 13 | | | | | | | | |
| 14 | | | | | | | | |
| 15 | | | | | | | | |
| 16 | | | | | | | | |

THE FOLLOWING IS A LIST OF PARAMETERS USED TO GENERATE I/P

IAIM STANDARD DEVIATION OF AIMING ERROR TABLE

1 4.24-0.00 4.24-0.14-1.00-0.00-1.00-0.00-0.00-0.00-0.00

IBALE STANDARD DEVIATION OF THE BALLISTIC ERROR TABLE

1 1.39 1.39-1.00-1.00-0.00-0.00-1.00-0.00-0.00-0.00

IVEL AIRCRAFT SPEED TABLE

4 150. 250. 350. 450.

ITGLL TARGET LENGTH TABLE

1 11.74

ITGTH TARGET WIDTH TABLE

1 11.74

IKILL CONDITIONAL KILL TABLE

| | | | | | | | | | |
|---|-----|-------|--------|-------|-------|--------|-------|-------|-------|
| 6 | 3.0 | 0.012 | 0.0162 | 0.001 | 0.020 | 0.0241 | 0.001 | 0.006 | 0.016 |
| | 3.1 | 0.011 | 0.0152 | 0.001 | 0.018 | 0.0231 | 0.001 | 0.005 | 0.009 |
| | 3.2 | 0.018 | 0.0162 | 0.001 | 0.016 | 0.0231 | 0.001 | 0.005 | 0.009 |
| | 3.3 | 0.016 | 0.0152 | 0.001 | 0.014 | 0.0161 | 0.001 | 0.003 | 0.007 |
| | 3.4 | 0.014 | 0.0172 | 0.001 | 0.012 | 0.0161 | 0.001 | 0.004 | 0.006 |
| | 3.5 | 0.013 | 0.0172 | 0.001 | 0.011 | 0.0151 | 0.001 | 0.001 | 0.005 |

ISLRG NSLT SLANT RANGE TABLE

1 6 1000. 2000. 3000. 4000. 5000. 6000.

HOLLERITH INFORMATION -- 1 HOLLERITH CARD PER GROUP OF SLANT RANGES
SAMPLE * GENERATE THE INPUT RUN * -P.

ADDITIONAL I/P GENERATED WITH PREVIOUS TABLES BEING REPLACED BY THESE TABLES

IKILL CONDITIONAL KILL TABLE

| | | | | | | | | | |
|---|-----|-------|--------|-------|-------|--------|-------|-------|-------|
| 6 | 4.0 | 0.016 | 0.0202 | 0.001 | 0.022 | 0.0261 | 0.001 | 0.006 | 0.012 |
| | 3.9 | 0.017 | 0.0172 | 0.001 | 0.021 | 0.0261 | 0.001 | 0.005 | 0.011 |
| | 3.8 | 0.015 | 0.0172 | 0.001 | 0.018 | 0.0261 | 0.001 | 0.004 | 0.009 |
| | 3.7 | 0.016 | 0.0172 | 0.001 | 0.016 | 0.0261 | 0.001 | 0.005 | 0.009 |
| | 3.6 | 0.015 | 0.0172 | 0.001 | 0.013 | 0.0151 | 0.001 | 0.003 | 0.007 |

IKILL CONDITIONAL KILL TABLE

| | | | | | | | | | |
|---|-----|-------|--------|-------|-------|--------|-------|-------|-------|
| 6 | 4.0 | 0.016 | 0.0202 | 0.001 | 0.024 | 0.0261 | 0.001 | 0.005 | 0.014 |
| | 3.9 | 0.015 | 0.0172 | 0.001 | 0.023 | 0.0271 | 0.001 | 0.004 | 0.013 |
| | 3.8 | 0.016 | 0.0172 | 0.001 | 0.018 | 0.0261 | 0.001 | 0.005 | 0.012 |
| | 3.7 | 0.015 | 0.0172 | 0.001 | 0.016 | 0.0261 | 0.001 | 0.004 | 0.010 |
| | 3.6 | 0.017 | 0.0172 | 0.001 | 0.015 | 0.0151 | 0.001 | 0.003 | 0.009 |

IKILL CONDITIONAL KILL TABLE

| | | | | | | | | | |
|---|-----|-------|--------|-------|-------|--------|-------|-------|-------|
| 6 | 4.0 | 0.016 | 0.0222 | 0.001 | 0.026 | 0.0261 | 0.001 | 0.012 | 0.016 |
| | 3.9 | 0.017 | 0.0172 | 0.001 | 0.025 | 0.0261 | 0.001 | 0.011 | 0.015 |
| | 3.8 | 0.016 | 0.0172 | 0.001 | 0.024 | 0.0261 | 0.001 | 0.010 | 0.014 |
| | 3.7 | 0.015 | 0.0172 | 0.001 | 0.023 | 0.0221 | 0.001 | 0.009 | 0.013 |
| | 3.6 | 0.016 | 0.0172 | 0.001 | 0.022 | 0.0211 | 0.001 | 0.008 | 0.012 |

TABLE 8. LISTING OF GENERATED DATA

GENERATED 1/20

| | | |
|----|-----------------------------------|-----|
| 6 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 1 | 2.00 | |
| 2 | 1.99 | |
| 3 | 1.98 | |
| 4 | 1.97 | |
| 5 | 1.96 | |
| 6 | 1.95 | |
| 7 | 1.94 | |
| 8 | 1.93 | |
| 9 | 1.92 | |
| 10 | 1.91 | |
| 11 | 1.90 | |
| 12 | 1.89 | |
| 13 | 1.88 | |
| 14 | 1.87 | |
| 15 | 1.86 | |
| 16 | 1.85 | |
| 17 | 1.84 | |
| 18 | 1.83 | |
| 19 | 1.82 | |
| 20 | 1.81 | |
| 6 | 0.06 1.00 51.00 120.00 | |
| 1 | 0.05 1.01 50.00 120.00 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 2000.03 3.03 | |
| 6 | 011 215 | |
| 2 | 019 030 | |
| 1 | 025 030 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 3000.03 3.03 | |
| 6 | 009 012 | |
| 2 | 016 030 | |
| 1 | 024 030 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 4000.03 3.03 | |
| 6 | 006 011 | |
| 2 | 014 030 | |
| 1 | 023 030 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 5000.03 3.03 | |
| 6 | 005 010 | |
| 2 | 012 030 | |
| 1 | 020 030 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 6000.03 3.03 | |
| 6 | 007 017 | |
| 2 | 011 030 | |
| 1 | 021 030 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 1000.03 1.03 | |
| 9 | 250.00 | |
| 11 | 1.00 | |
| 6 | 014 016 | |
| 2 | 022 012 | |
| 1 | 028 012 | |
| 12 | 11.74 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 2000.03 3.03 | |
| 6 | 017 017 | |
| 2 | 023 011 | |
| 1 | 029 011 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 3000.03 3.03 | |
| 6 | 016 016 | |
| 2 | 026 011 | |
| 1 | 030 011 | |
| 7 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 4000.03 3.03 | |
| 6 | 015 015 | |
| 2 | 028 011 | |
| 1 | 030 011 | |

TABLE 8. LISTING OF GENERATED DATA (CONTINUED)

| | | | |
|-----------|--------|------------------------|------|
| 7 5600.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 11 3.00 | 4 | :015 | :019 |
| | 2 | :014 | :018 |
| | 1 | :014 | :014 |
| 7 6030.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 11 3.00 | 4 | :015 | :019 |
| | 2 | :014 | :017 |
| | 1 | :013 | :017 |
| 7 1050.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 9 250.00 | 4 | :015 | :021 |
| 11 3.00 | 2 | :024 | :028 |
| | 1 | :016 | :014 |
| 7 2100.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 11 3.00 | 4 | :015 | :019 |
| | 2 | :024 | :027 |
| | 1 | :019 | :013 |
| 7 3000.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 11 3.00 | 4 | :012 | :016 |
| | 2 | :020 | :026 |
| | 1 | :008 | :012 |
| 7 4000.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 11 3.00 | 4 | :010 | :014 |
| | 2 | :018 | :022 |
| | 1 | :007 | :011 |
| 7 5600.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 11 3.00 | 4 | :008 | :012 |
| | 2 | :016 | :025 |
| | 1 | :006 | :010 |
| 7 6000.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 11 3.00 | 4 | :007 | :011 |
| | 2 | :015 | :019 |
| | 1 | :005 | :019 |
| 7 1150.00 | SAMPLE | GENERATE THE INPUT RUN | -0. |
| 9 450.00 | 4 | :016 | :022 |
| 11 3.00 | 2 | :012 | :016 |
| | 1 | :017 | :016 |
| 12 11.74 | | | |
| 13 11.74 | | | |

TABLE 8. LISTING OF GENERATED DATA (CONCLUDED)

| | | | |
|----|---------|-----------------------------------|-----|
| 7 | 2000.00 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 3.00 | 4 :.017 :.021 | |
| | | 2 :.025 :.029 | |
| | | 1 :.011 :.015 | |
| 7 | 3000.00 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 3.00 | 6 :.014 :.018 | |
| | | 2 :.022 :.026 | |
| | | 1 :.010 :.014 | |
| 7 | 4000.00 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 3.00 | 5 :.012 :.016 | |
| | | 2 :.028 :.032 | |
| | | 1 :.010 :.013 | |
| 7 | 5000.00 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 3.00 | 4 :.017 :.018 | |
| | | 5 :.018 :.022 | |
| | | 1 :.008 :.012 | |
| 7 | 6000.00 | SAMPLE * GENERATE THE INPUT RUN * | -0. |
| 11 | 3.00 | 6 :.010 :.013 | |
| | | 2 :.017 :.021 | |
| | | 1 :.007 :.011 | |

TABLE 9. OUTPUT SAMPLE * GENERATE THE INPUT RUN *

| COORDINATE | AIM ERROR (MILES) | BALLISTIC DISPERSION (MILES) |
|--|----------------------|---------------------------------|
| RANGE DEFLECTION | 2.5 4.2 | 1.4 1.4 |
| AIRCRAFT SPEED (KTAS) | 150 | |
| STEADY STATE FIRING RATE PER GUN (RODS/MIN) | 4100 | |
| SLANT RANGE AT COMMENCEMENT OF FIRING RUN (FT) | 10000 | |
| NO. OF ROUNDS PER PASS PER GUN | 120 | |
| PROBABILITY OF JAMMING | .00100 | |
| TARGET LENGTH (FEET) | 11.7 | |
| TARGET WIDTH (FEET) | 11.7 | |
| NUMBER OF MONTE CARLO ITERATIONS | 500 | |
| NUMBER OF EMPTY PASSES THROUGH RANDOM NO. GENERATORS | 17 | |
| NUMBER OF GUN SYSTEMS CONSIDERED | 1 | |

PROBABILITY OF TARGET KILL = .796
STANDARD DEVIATION OF THE MEAN = .0183

| NO. OF RODS/GUN | CONDITIONAL KILL PROBABILITY | CORRELATION CONSTANTS | | | SLANT RANGE | KILL PROBABILITY |
|--------------------|------------------------------------|--------------------------|-------|-------|----------------|---------------------|
| | | RANGE | DEFL | TIME | | |
| 1 | .012 | 0.110 | 0.951 | 0.182 | 954. | .038 |
| 2 | .012 | 0.164 | 0.951 | 0.212 | 955. | .012 |
| 3 | .012 | 0.212 | 0.951 | 0.242 | 945. | .016 |
| 4 | .021 | 0.224 | 0.951 | 0.256 | 938. | .022 |
| 5 | .021 | 0.225 | 0.951 | 0.256 | 934. | .034 |
| 6 | .021 | 0.225 | 0.951 | 0.256 | 934. | .042 |
| 7 | .021 | 0.225 | 0.951 | 0.256 | 925. | .044 |
| 8 | .021 | 0.227 | 0.951 | 0.256 | 924. | .046 |
| 9 | .021 | 0.227 | 0.951 | 0.256 | 924. | .046 |
| 10 | .013 | 0.312 | 0.951 | 0.312 | 924. | .070 |
| 11 | .013 | 0.312 | 0.951 | 0.312 | 917. | .074 |
| 12 | .013 | 0.321 | 0.951 | 0.321 | 913. | .092 |
| 13 | .021 | 0.321 | 0.951 | 0.321 | 909. | .096 |
| 14 | .021 | 0.321 | 0.951 | 0.321 | 905. | .114 |
| 15 | .013 | 0.321 | 0.951 | 0.321 | 905. | .116 |
| 16 | .013 | 0.321 | 0.951 | 0.321 | 896. | .118 |
| 17 | .013 | 0.421 | 0.951 | 0.421 | 892. | .134 |
| 18 | .013 | 0.421 | 0.951 | 0.421 | 888. | .136 |
| 19 | .021 | 0.421 | 0.951 | 0.421 | 884. | .136 |
| 20 | .021 | 0.421 | 0.951 | 0.421 | 883. | .136 |
| 21 | .007 | 0.521 | 0.951 | 0.521 | 876. | .178 |
| 22 | .013 | 0.521 | 0.951 | 0.521 | 871. | .184 |
| 23 | .013 | 0.521 | 0.951 | 0.521 | 867. | .188 |
| 24 | .013 | 0.521 | 0.951 | 0.521 | 863. | .188 |
| 25 | .013 | 0.521 | 0.951 | 0.521 | 859. | .190 |
| 26 | .021 | 0.521 | 0.951 | 0.521 | 855. | .190 |
| 27 | .021 | 0.521 | 0.951 | 0.521 | 851. | .190 |
| 28 | .021 | 0.521 | 0.951 | 0.521 | 846. | .190 |
| 29 | .013 | 0.521 | 0.951 | 0.521 | 842. | .190 |
| 30 | .013 | 0.521 | 0.951 | 0.521 | 838. | .190 |
| 31 | .013 | 0.521 | 0.951 | 0.521 | 834. | .190 |
| 32 | .013 | 0.521 | 0.951 | 0.521 | 830. | .190 |
| 33 | .013 | 0.521 | 0.951 | 0.521 | 826. | .190 |
| 34 | .013 | 0.521 | 0.951 | 0.521 | 822. | .190 |
| 35 | .013 | 0.521 | 0.951 | 0.521 | 818. | .190 |
| 36 | .013 | 0.521 | 0.951 | 0.521 | 814. | .190 |
| 37 | .013 | 0.521 | 0.951 | 0.521 | 810. | .190 |
| 38 | .013 | 0.521 | 0.951 | 0.521 | 806. | .190 |
| 39 | .013 | 0.521 | 0.951 | 0.521 | 802. | .190 |
| 40 | .021 | 0.521 | 0.951 | 0.521 | 800. | .190 |
| 41 | .021 | 0.521 | 0.951 | 0.521 | 797. | .190 |
| 42 | .021 | 0.521 | 0.951 | 0.521 | 792. | .190 |
| 43 | .021 | 0.521 | 0.951 | 0.521 | 788. | .190 |
| 44 | .021 | 0.521 | 0.951 | 0.521 | 784. | .190 |
| 45 | .021 | 0.521 | 0.951 | 0.521 | 780. | .190 |
| 46 | .021 | 0.521 | 0.951 | 0.521 | 776. | .190 |
| 47 | .021 | 0.521 | 0.951 | 0.521 | 772. | .190 |
| 48 | .021 | 0.521 | 0.951 | 0.521 | 768. | .190 |
| 49 | .021 | 0.521 | 0.951 | 0.521 | 764. | .190 |
| 50 | .021 | 0.521 | 0.951 | 0.521 | 760. | .190 |
| 51 | .021 | 0.521 | 0.951 | 0.521 | 756. | .190 |
| 52 | .021 | 0.521 | 0.951 | 0.521 | 752. | .190 |
| 53 | .021 | 0.521 | 0.951 | 0.521 | 748. | .190 |
| 54 | .021 | 0.521 | 0.951 | 0.521 | 744. | .190 |
| 55 | .021 | 0.521 | 0.951 | 0.521 | 740. | .190 |
| 56 | .021 | 0.521 | 0.951 | 0.521 | 736. | .190 |
| 57 | .021 | 0.521 | 0.951 | 0.521 | 732. | .190 |
| 58 | .021 | 0.521 | 0.951 | 0.521 | 728. | .190 |
| 59 | .021 | 0.521 | 0.951 | 0.521 | 724. | .190 |
| 60 | .021 | 0.521 | 0.951 | 0.521 | 720. | .190 |
| 61 | .021 | 0.521 | 0.951 | 0.521 | 716. | .190 |
| 62 | .021 | 0.521 | 0.951 | 0.521 | 712. | .190 |
| 63 | .021 | 0.521 | 0.951 | 0.521 | 708. | .190 |
| 64 | .021 | 0.521 | 0.951 | 0.521 | 704. | .190 |
| 65 | .021 | 0.521 | 0.951 | 0.521 | 700. | .190 |
| 66 | .021 | 0.521 | 0.951 | 0.521 | 696. | .190 |
| 67 | .021 | 0.521 | 0.951 | 0.521 | 692. | .190 |
| 68 | .021 | 0.521 | 0.951 | 0.521 | 688. | .190 |
| 69 | .021 | 0.521 | 0.951 | 0.521 | 684. | .190 |
| 70 | .021 | 0.521 | 0.951 | 0.521 | 680. | .190 |
| 71 | .021 | 0.521 | 0.951 | 0.521 | 676. | .190 |
| 72 | .021 | 0.521 | 0.951 | 0.521 | 672. | .190 |
| 73 | .021 | 0.521 | 0.951 | 0.521 | 668. | .190 |
| 74 | .021 | 0.521 | 0.951 | 0.521 | 664. | .190 |
| 75 | .021 | 0.521 | 0.951 | 0.521 | 660. | .190 |
| 76 | .021 | 0.521 | 0.951 | 0.521 | 656. | .190 |
| 77 | .021 | 0.521 | 0.951 | 0.521 | 652. | .190 |
| 78 | .021 | 0.521 | 0.951 | 0.521 | 648. | .190 |
| 79 | .021 | 0.521 | 0.951 | 0.521 | 644. | .190 |
| 80 | .021 | 0.521 | 0.951 | 0.521 | 640. | .190 |
| 81 | .021 | 0.521 | 0.951 | 0.521 | 636. | .190 |
| 82 | .021 | 0.521 | 0.951 | 0.521 | 632. | .190 |
| 83 | .021 | 0.521 | 0.951 | 0.521 | 628. | .190 |
| 84 | .021 | 0.521 | 0.951 | 0.521 | 624. | .190 |
| 85 | .021 | 0.521 | 0.951 | 0.521 | 620. | .190 |
| 86 | .021 | 0.521 | 0.951 | 0.521 | 616. | .190 |
| 87 | .021 | 0.521 | 0.951 | 0.521 | 612. | .190 |
| 88 | .021 | 0.521 | 0.951 | 0.521 | 608. | .190 |
| 89 | .021 | 0.521 | 0.951 | 0.521 | 604. | .190 |
| 90 | .021 | 0.521 | 0.951 | 0.521 | 600. | .190 |
| 91 | .021 | 0.521 | 0.951 | 0.521 | 596. | .190 |
| 92 | .021 | 0.521 | 0.951 | 0.521 | 592. | .190 |
| 93 | .021 | 0.521 | 0.951 | 0.521 | 588. | .190 |
| 94 | .021 | 0.521 | 0.951 | 0.521 | 584. | .190 |
| 95 | .021 | 0.521 | 0.951 | 0.521 | 580. | .190 |
| 96 | .021 | 0.521 | 0.951 | 0.521 | 576. | .190 |
| 97 | .021 | 0.521 | 0.951 | 0.521 | 572. | .190 |
| 98 | .021 | 0.521 | 0.951 | 0.521 | 568. | .190 |
| 99 | .021 | 0.521 | 0.951 | 0.521 | 564. | .190 |
| 100 | .021 | 0.521 | 0.951 | 0.521 | 560. | .190 |
| 101 | .021 | 0.521 | 0.951 | 0.521 | 556. | .190 |
| 102 | .021 | 0.521 | 0.951 | 0.521 | 552. | .190 |
| 103 | .021 | 0.521 | 0.951 | 0.521 | 548. | .190 |
| 104 | .021 | 0.521 | 0.951 | 0.521 | 544. | .190 |
| 105 | .021 | 0.521 | 0.951 | 0.521 | 540. | .190 |
| 106 | .021 | 0.521 | 0.951 | 0.521 | 536. | .190 |
| 107 | .021 | 0.521 | 0.951 | 0.521 | 532. | .190 |
| 108 | .021 | 0.521 | 0.951 | 0.521 | 528. | .190 |
| 109 | .021 | 0.521 | 0.951 | 0.521 | 524. | .190 |
| 110 | .021 | 0.521 | 0.951 | 0.521 | 520. | .190 |
| 111 | .021 | 0.521 | 0.951 | 0.521 | 516. | .190 |
| 112 | .021 | 0.521 | 0.951 | 0.521 | 512. | .190 |
| 113 | .021 | 0.521 | 0.951 | 0.521 | 508. | .190 |
| 114 | .021 | 0.521 | 0.951 | 0.521 | 504. | .190 |
| 115 | .021 | 0.521 | 0.951 | 0.521 | 500. | .190 |
| 116 | .021 | 0.521 | 0.951 | 0.521 | 496. | .190 |
| 117 | .021 | 0.521 | 0.951 | 0.521 | 492. | .190 |
| 118 | .021 | 0.521 | 0.951 | 0.521 | 488. | .190 |
| 119 | .021 | 0.521 | 0.951 | 0.521 | 484. | .190 |
| 120 | .021 | 0.521 | 0.951 | 0.521 | 480. | .190 |
| 121 | .021 | 0.521 | 0.951 | 0.521 | 476. | .190 |
| 122 | .021 | 0.521 | 0.951 | 0.521 | 472. | .190 |
| 123 | .021 | 0.521 | 0.951 | 0.521 | 468. | .190 |
| 124 | .021 | 0.521 | 0.951 | 0.521 | 464. | .190 |
| 125 | .021 | 0.521 | 0.951 | 0.521 | 460. | .190 |
| 126 | .021 | 0.521 | 0.951 | 0.521 | 456. | .190 |
| 127 | .021 | 0.521 | 0.951 | 0.521 | 452. | .190 |
| 128 | .021 | 0.521 | 0.951 | 0.521 | 448. | .190 |
| 129 | .021 | 0.521 | 0.951 | 0.521 | 444. | .190 |
| 130 | .021 | 0.521 | 0.951 | 0.521 | 440. | .190 |
| 131 | .021 | 0.521 | 0.951 | 0.521 | 436. | .190 |
| 132 | .021 | 0.521 | 0.951 | 0.521 | 432. | .190 |
| 133 | .021 | 0.521 | 0.951 | 0.521 | 428. | .190 |
| 134 | .021 | 0.521 | 0.951 | 0.521 | 424. | .190 |
| 135 | .021 | 0.521 | 0.951 | 0.521 | 420. | .190 |
| 136 | .021 | 0.521 | 0.951 | 0.521 | 416. | .190 |
| 137 | .021 | 0.521 | 0.951 | 0.521 | 412. | .190 |
| 138 | .021 | 0.521 | 0.951 | 0.521 | 408. | .190 |
| 139 | .021 | 0.521 | 0.951 | 0.521 | 404. | .190 |
| 140 | .021 | 0.521 | 0.951 | 0.521 | 400. | .190 |
| 141 | .021 | 0.521 | 0.951 | 0.521 | 396. | .190 |
| 142 | .021 | 0.521 | 0.951 | 0.521 | 392. | .190 |
| 143 | .021 | 0.521 | 0.951 | 0.521 | 388. | .190 |
| 144 | .021 | 0.521 | 0.951 | 0.521 | 384. | .190 |
| 145 | .021 | 0.521 | 0.951 | 0.521 | 380. | .190 |
| 146 | .021 | 0.521 | 0.951 | 0.521 | 376. | .190 |
| 147 | .021 | 0.521 | 0.951 | 0.521 | 372. | .190 |
| 148 | .021 | 0.521 | 0.951 | 0.521 | 368. | .190 |
| 149 | .021 | 0.521 | 0.951 | 0.521 | 364. | .190 |
| 150 | .021 | 0.521 | 0.951 | 0.521 | 360. | .190 |
| 151 | .021 | 0.521 | 0.951 | 0.521 | 356. | .190 |
| 152 | .021 | 0.521 | 0.951 | 0.521 | 352. | .190 |
| 153 | .021 | 0.521 | 0.951 | 0.521 | 348. | .190 |
| 154 | .021 | 0.521 | 0.951 | 0.521 | 344. | .190 |
| 155 | .021 | 0.521 | 0.951 | 0.521 | 340. | .190 |
| 156 | .021 | 0.521 | 0.951 | 0.521 | 336. | .190 |
| 157 | .021 | 0.521 | 0.951 | 0.521 | 332. | .190 |
| 158 | .021 | 0.521 | 0.951 | 0.521 | 328. | .190 |
| 159 | .021 | 0.521 | 0.951 | 0.521 | 324. | .190</td |

TABLE 9. OUTPUT SAMPLE * GENERATE THE INPUT RUN * (CONCLUDED)

| NO. | CF | CONDITIONAL PROBABILITY | KILL TIME | CORRELATION CONSTANTS | SLANT RANGE | KILL PROBABILITY |
|-----|-------|----------------------------|--------------|--------------------------|----------------|---------------------|
| 64 | 0.022 | J22 | 1.0435 | .978 .954 | 736. | .448 |
| 65 | 0.028 | J28 | 1.0489 | .978 .954 | 732. | .458 |
| 66 | 0.014 | J14 | 1.0870 | .978 .954 | 728. | .462 |
| 67 | 0.014 | J14 | 1.01159 | .978 .954 | 725. | .464 |
| 68 | 0.022 | J22 | 1.01304 | .978 .954 | 721. | .476 |
| 69 | 0.022 | J22 | 1.01449 | .978 .954 | 714. | .478 |
| 70 | 0.022 | J22 | 1.01591 | .978 .954 | 710. | .496 |
| 71 | 0.022 | J22 | 1.01739 | .978 .954 | 706. | .512 |
| 72 | 0.022 | J22 | 1.02884 | .978 .954 | 703. | .506 |
| 73 | 0.014 | J14 | 1.0229 | .978 .954 | 699. | .518 |
| 74 | 0.014 | J14 | 1.02174 | .978 .954 | 695. | .532 |
| 75 | 0.023 | J23 | 1.02219 | .978 .954 | 692. | .550 |
| 76 | 0.019 | J19 | 1.02464 | .978 .954 | 688. | .554 |
| 77 | 0.015 | J15 | 1.02609 | .978 .954 | 684. | .566 |
| 78 | 0.015 | J15 | 1.02754 | .978 .954 | 677. | .572 |
| 79 | 0.015 | J15 | 1.02890 | .978 .954 | 673. | .578 |
| 80 | 0.015 | J15 | 1.03147 | .978 .954 | 670. | .584 |
| 81 | 0.015 | J15 | 1.03188 | .978 .954 | 666. | .596 |
| 82 | 0.015 | J15 | 1.03137 | .978 .954 | 662. | .599 |
| 83 | 0.015 | J15 | 1.03178 | .978 .954 | 655. | .592 |
| 84 | 0.023 | J23 | 1.03624 | .978 .954 | 651. | .598 |
| 85 | 0.019 | J19 | 1.03768 | .978 .954 | 648. | .598 |
| 86 | 0.015 | J15 | 1.03013 | .978 .954 | 644. | .614 |
| 87 | 0.015 | J15 | 1.04658 | .978 .954 | 640. | .612 |
| 88 | 0.015 | J15 | 1.04203 | .978 .954 | 637. | .616 |
| 89 | 0.023 | J23 | 1.04348 | .978 .954 | 633. | .624 |
| 90 | 0.023 | J23 | 1.04492 | .978 .954 | 629. | .628 |
| 91 | 0.023 | J23 | 1.04638 | .978 .954 | 626. | .634 |
| 92 | 0.023 | J23 | 1.04783 | .978 .954 | 622. | .638 |
| 93 | 0.015 | J15 | 1.04928 | .978 .954 | 618. | .644 |
| 94 | 0.015 | J15 | 1.05172 | .978 .954 | 615. | .650 |
| 95 | 0.015 | J15 | 1.05217 | .978 .954 | 611. | .654 |
| 96 | 0.023 | J23 | 1.05362 | .978 .954 | 607. | .662 |
| 97 | 0.023 | J23 | 1.05507 | .978 .954 | 604. | .668 |
| 98 | 0.023 | J23 | 1.05652 | .978 .954 | 600. | .674 |
| 99 | 0.015 | J15 | 1.05797 | .978 .954 | 596. | .682 |
| 100 | 0.015 | J15 | 1.05942 | .978 .954 | 593. | .688 |
| 101 | 0.015 | J15 | 1.06087 | .978 .954 | 589. | .690 |
| 102 | 0.015 | J15 | 1.06232 | .978 .954 | 585. | .694 |
| 103 | 0.015 | J15 | 1.06377 | .978 .954 | 582. | .698 |
| 104 | 0.015 | J15 | 1.06522 | .978 .954 | 578. | .700 |
| 105 | 0.015 | J15 | 1.06667 | .978 .954 | 574. | .702 |
| 106 | 0.015 | J15 | 1.06812 | .978 .954 | 571. | .702 |
| 107 | 0.015 | J15 | 1.06957 | .978 .954 | 567. | .708 |
| 108 | 0.015 | J15 | 1.07101 | .978 .954 | 563. | .708 |
| 109 | 0.015 | J15 | 1.07246 | .978 .954 | 560. | .714 |
| 110 | 0.015 | J15 | 1.07391 | .978 .954 | 556. | .716 |
| 111 | 0.015 | J15 | 1.07536 | .978 .954 | 552. | .726 |
| 112 | 0.015 | J15 | 1.07681 | .978 .954 | 548. | .734 |
| 113 | 0.016 | J16 | 1.07826 | .978 .954 | 544. | .738 |
| 114 | 0.016 | J16 | 1.07971 | .978 .954 | 540. | .748 |
| 115 | 0.016 | J16 | 1.08116 | .978 .954 | 536. | .750 |
| 116 | 0.016 | J16 | 1.08261 | .978 .954 | 532. | .754 |
| 117 | 0.016 | J16 | 1.08406 | .978 .954 | 528. | .760 |
| 118 | 0.016 | J16 | 1.08551 | .978 .954 | 524. | .766 |
| 119 | 0.016 | J16 | 1.08696 | .978 .954 | 520. | .774 |
| 120 | 0.016 | J16 | 1.08841 | .978 .954 | 516. | .778 |
| 121 | 0.016 | J16 | 1.08986 | .978 .954 | 512. | .780 |
| 122 | 0.016 | J16 | 1.09130 | .978 .954 | 508. | .786 |
| 123 | 0.016 | J16 | 1.09275 | .978 .954 | 504. | .790 |
| 124 | 0.024 | J24 | 1.09420 | .978 .954 | 497. | .796 |
| 125 | 0.016 | J16 | 1.09565 | .978 .954 | 493. | .798 |
| 126 | 0.016 | J16 | 1.09710 | .978 .954 | 491. | .798 |
| 127 | 0.016 | J16 | 1.09855 | .978 .954 | 490. | .798 |
| 128 | 0.016 | J16 | 1.09900 | .978 .954 | 494. | .796 |

AIR SPEED 100. KNOTS
ROTATING RATE 4130.0 ROUNDS/MIN DIVE ANGLE 0.0
BM TORP. DIGR. 1.30 RANGE 1.39 DEFLECTION
AIM ERROR 4.14 RANGE 4.24 DEFLECTION

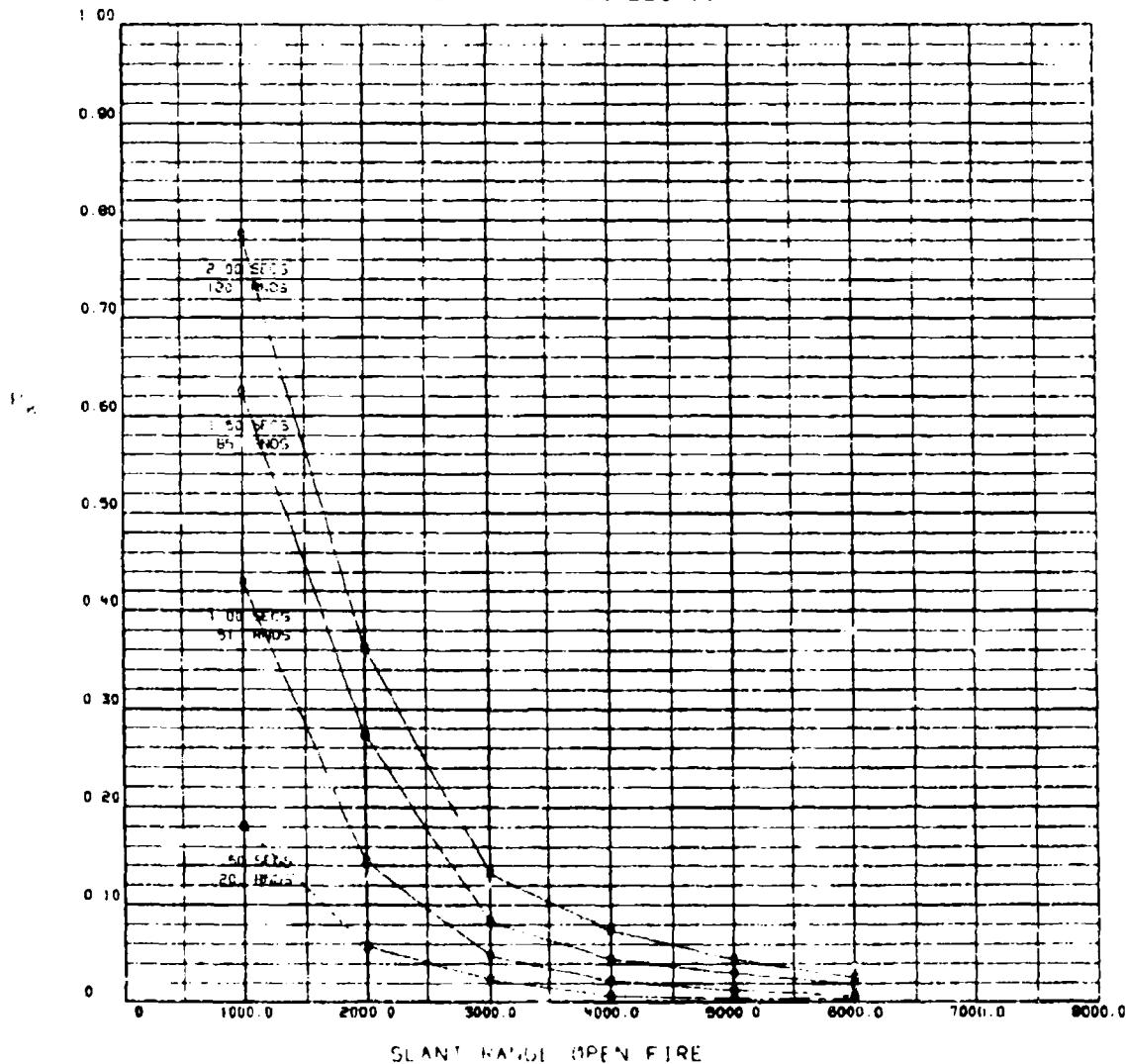


Figure 6. Filmplot Output Sample for Generate the Input Run

SECTION VII

STAND ALONE PLOT

There may be times when the probability of kill values are known but no plots were made. This section becomes a back-up plot option when this occurs. The P_k 's can be keypunched and plotted with a minimum computer and turn around times. Without this option the analyst would have to resubmit the computer run with the plot option turned on or plot the P_k 's by hand. Table 10 describes the set-up and Table 11 is a sample set-up. Figure 7 is the filmplot output for the stand alone plot.

TABLE 10. DESCRIPTION OF THE SET-UP FOR A STAND ALONE PLOT

| Card | Columns | Variable | Limits | Description | Units |
|------|--|----------|--------|---|----------|
| 1 | 1 | IPLOT | 2 | 2 = Stand alone plot | |
| 2 | 1-5 | TCODE | | Description of the target | |
| | 6-10 | WCODE | | Description of the weapon | |
| | 11-20 | RPS | | Number of rounds fired in one second | |
| | 21-30 | C | | Aircraft speed | knots |
| | 31-40 | R | | Steady state firing rate of gun | rnds/mir |
| | 41-50 | DIVE | | Aircraft dive angle | degrees |
| | 51-60 | BURSTL | | Burst length | secs |
| | 61-70 | RNDSTL | | Total rounds fired | |
| 3 | 1-10 | SIGR | | Standard deviation of aim error in range | mils |
| | 11-20 | SIGD | | Standard deviation of aim error in deflection | mils |
| | 21-30 | BETAR | | Standard deviation of ballistic error in range | mils |
| | 31-40 | BETAD | | Standard deviation of ballistic error in deflection | mils |
| 4 | 1-10 | CPK(1) | | Probability of target kill for 1000 ft slant range | |
| | 11-20 | CPK(2) | | Probability of target kill for 2000 ft slant range | |
| | 21-30 | CPK(3) | | Probability of target kill for 3000 ft slant range | |
| | 31-40 | CPK(4) | | Probability of target kill for 4000 ft slant range | |
| | 41-50 | CPK(5) | | Probability of target kill for 5000 ft slant range | |
| | 51-60 | CPK(6) | | Probability of target kill for 6000 ft slant range | |
| | 61-70 | PTITLE | | Label for this curve on graph | |
| | NOTE: Repeat card 4 for additional curves on same graph. | | | | |
| 5 | | | | Blank card | |
| | NOTE: A blank card follows the last curve card on graph - for additional graphs repeat card 2 thru 4. The number of plots are unlimited. | | | | |

Table 11. SAMPLE SET-UP FOR 'STAND ALONE PLOT'.

Table 11. SAMPLE SET-UP FOR 'STAND ALONE PLOT'

| | 11-10 | 11-10 | 21-30 | 31-40 | 41-50 | 51-60 | 61-70 | 71-80 |
|----|-------|-------|-------|-------|-------|-------|-------|-------|
| 1 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 2 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 3 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| 4 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 |
| 5 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 |
| 6 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 |
| 7 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 |
| 8 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 |
| 9 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 |
| 10 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 11 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 |
| 12 | 99 | 100 | 101 | 102 | 103 | 104 | 105 | 106 |
| 13 | 107 | 108 | 109 | 110 | 111 | 112 | 113 | 114 |
| 14 | 115 | 116 | 117 | 118 | 119 | 120 | 121 | 122 |
| 15 | 123 | 124 | 125 | 126 | 127 | 128 | 129 | 130 |
| 16 | 131 | 132 | 133 | 134 | 135 | 136 | 137 | 138 |
| 17 | 139 | 140 | 141 | 142 | 143 | 144 | 145 | 146 |
| 18 | 147 | 148 | 149 | 150 | 151 | 152 | 153 | 154 |
| 19 | 155 | 156 | 157 | 158 | 159 | 160 | 161 | 162 |

SEARCH TIME 1.0 SEC. 01. AIR SPEED 340. KNOTS
STEADY FIRE RATE 4100.0 ROUNDS/MIN DIVE ANGLE 30.0
BALLISTIC DISP. 2.00 RANGE. 2.00 DEFLECTION
AIM ERROR 4.24 RANGE. 4.24 DEFLECTION
TARGET CODE APR WEAPON CODE 30 MM
BURST LENGTH 2.00 . TOTAL POUNDS FIRED 120.

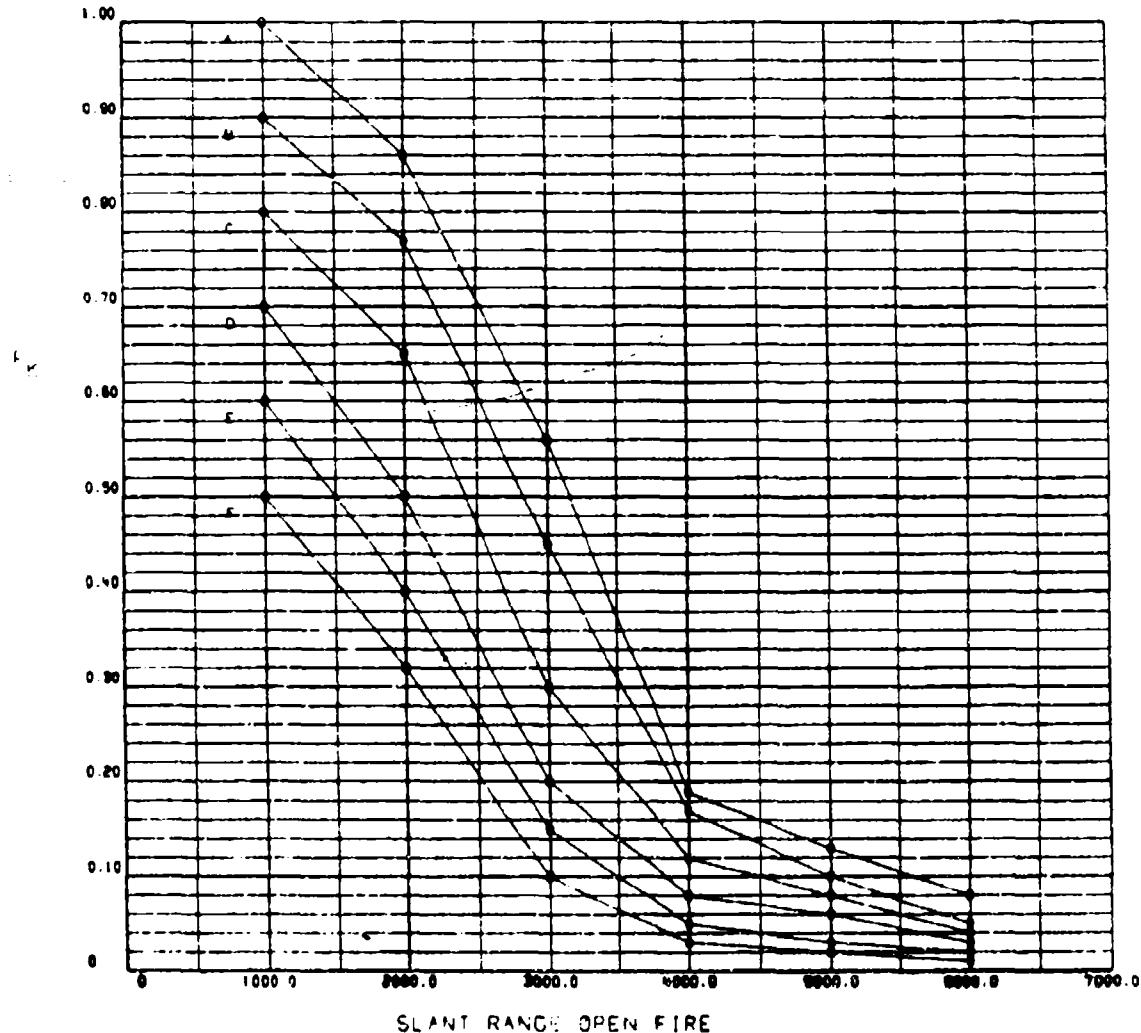


Figure 7. Filmplot Output Sample for Stand Alone Plot

REFERENCES

1. Operations Evaluation Group Research Contribution No. 43, "Air-to-Ground Gunnery Simulation; OEG Computer Program 18-63P," CEG Center for Naval Analyses, Washington, D.C., 5 August 1963, Unclassified.
2. Aim Wander Correlation in Air-to-Ground Gunnery, R. V. Ridings, OEG-RC 63, Operation Evaluations Group, Center for Naval Analyses, Washington, D.C., 3 December 1964, Unclassified.

APPENDIX A
FORTRAN VARIABLE LIST

This appendix contains a list of input, output, and intermediate FORTRAN variables used in the mathematical computation overlay 1,0.

| FORTRAN Variable | Description |
|---------------------|---|
| A,D(1) | Correlation coefficient in range - input variable. |
| AI | An intermediate variable used to check to see if the time-to-rate table is correct. |
| ALPHA | A random normal number used to determine the aim point in range. |
| AM | Intermediate aim error value in range. |
| AM1 | Intermediate aim error value in deflection. |
| B,D(2),PD(J) | Correlation coefficient in deflection - input variable. |
| BBB,TEMP | Intermediate aim error value in range. |
| BBC | Intermediate aim error value in deflection. |
| BETAD,D(6) | Standard deviation of ballistic error in deflection - input variable. |
| BETAR,D(5) | Standard deviation of ballistic error in range - input variable. |
| BURSTL | Burst length input variable for plot only option. |
| C,D(9) | Input and output variable for the aircraft speed in knots. |
| CPK(I) | Conditional kill probability, or probability that a hit kills - output variable. |
| COUNT,I2 | The number of times the program goes through the Monte Carlo loop. |
| CPK1(I) | 1st conditional kill value using a mixed ammo belt. |
| CPK2(I) | 2nd conditional kill value using a mixed ammo belt. |
| CPK3(I) | 3rd conditional kill value using a mixed ammo belt. |
| CP1(I) | Starting conditional kill value at the beginning of firing run. |
| CPN(I) | End conditional kill value at the end of firing run. |
| DC | Aim point of the first round in deflection. |
| DELTA | Random normal number used to check the ballistic error in range. |

| FORTRAN Variable | Description |
|------------------|--|
| DIVE | Dive angle (for information only), input, and output variable. |
| DN,D(16) | Output print increment in burst length - input variable. |
| DQ | An intermediate value used to calculate time into burst for each round. |
| DT | Time increment between rounds in a burst. |
| DUMMY | Acts as a return variable to mix the random number generator not used in computation. |
| E,D(17) | Maximum allowable error for standard deviation of the mean-input variable. |
| EPS | Random normal number used to check the ballistic error in deflection. |
| F,D(14) | Maximum number of Monte Carlo iterations - input and output variable. |
| FF(I) | Output probability of kill for each round (AN). |
| FT D(12) | Target length in feet-input and output variable. |
| FLN2,FLR2(I) | Half of target length in mils. |
| FLR2(I)=TEMF | Half of target length in mils. |
| FN,D(10) | Attempted number of rounds fired on a single pass - input variable. |
| GAMMA | Random normal number used to determine the aimpoint in deflection. |
| GUNN | Intermediate variable used to increment gun systems. |
| GNS,D(19) | Number of gun systems considered - input variable. |
| IAIM | Number of sets of aiming errors - input variable. |
| I1 | Initial value of the index for the Monte Carlo loop. |
| I2,Q | Test value of the index for the Monte Carlo loop (>200). Each iteration represents one pass at the target. |
| IN,IN | Intermediate variable for burst length increment. |

| FORTRAN Variable | Description |
|---------------------|---|
| JSTR,JSTP | The initial and index values for the DO loop that deals with the 3 belt mix, or 3 conditional kill values for 1 pass. |
| K | An integer value calculated for each round in the burst. |
| KN | Integer value of rounds per pass per gun - output variable. |
| L | Integer value of the address on the input cards. |
| LINE | Integer value used to determine the number of lines to be printed on a page. |
| LS | Integer used in an intermediate calculation of the conditional kill probabilities of a mixed belt set up. |
| LST,INC | Intermediate integer used with a mixed belt conditional kill probability set up. |
| N | Attempted number of rounds fired on a single pass. |
| NCASES | Number of cases to be plotted. |
| NEMP,D(15) | Number of empty passes through random number generator - input and output variable. |
| NKILLS | Number of kills or successful passes. |
| NOT | Number of pairs of entries in the time-to-rate table. |
| NSLANT | The number of slant ranges to be plotted on one graph. |
| NTS | Number of burst lengths to be plotted. |
| NTYPE | The number of types of mixed belts. |
| NUMR(I) | The number of consecutive rounds using this conditional kill probability. |
| P,D(11) | Input conditional kill probability |
| PD(I) | Correlation coefficient array in deflection. |
| PJAM,D(18) | Probability that the gun jams - input variable. |
| PK | Probability of target kill - output variable. |
| PKPLOT(I) | An intermediate value used to plot the PK's. |

| <u>FORTRAN Variable</u> | <u>Description</u> |
|-------------------------|--|
| PM2 | The end parameter on the input data card if it has one. |
| PRMTR | The parameter after the address on each input data card. |
| PP | A random number used to test against the conditional kill value to see if the target was killed. |
| PR(I) | Correlation coefficient array in range. |
| PTITLE | Title for the plots for the plot only option in the program. |
| Q | The updated value for the index of the Monte Carlo loop. |
| R,D(8) | Steady state firing rate per gun in rounds per min - input and output variable. |
| RC | Aim point of the first round in range. |
| RD(I),RPS | Rounds per second for stand alone plot. |
| RNSTL | Total rounds fired - used on plot only option - input and output variable. |
| RPS | Rounds fired in one second - input and output variable for plot option. |
| RPS1(J),IR | The round number array for plotting. |
| S,D(7) | Slant range - input and output |
| SDPK | Output variable for the standard deviation of the mean - used to test accuracy of probability of kill. |
| SGD1 | End input value for the standard deviation aim error in deflection. |
| SGR1 | End input value for the standard deviation aim error in range. |
| SIGD,D(4) | Standard deviation of aim error in deflection - input and output variable. |
| SIGD1(I) | An intermediate array variable for the standard deviation aim error in deflection. |
| SIGR,D(3) | Standard deviation of aim error in range - input and output |
| SIGR1(I) | An intermediate array variable for the standard deviation aim error in range. |

| <u>FORTRAN Variable</u> | <u>Description</u> |
|-----------------------------|--|
| SLR(I) | Output array variable for slant range at the time each round is fired. |
| T(1) | Intermediate time array variable. |
| TCODE | Target code for the plot option only - input and output variable. |
| TD(I) | Delta time array between rounds. |
| TD2 | TD(I) squared - this variable is used to find the range and deflection correlation coefficients. |
| TEMF | Intermediate variable which converts 1/2 the target length to mils. |
| TEMW | Intermediate variable which converts 1/2 the target width to mils. |
| TEST | An intermediate variable used in the look-up table. |
| TIME(I) | Time value array for the time-to-rate table. |
| TITLE | Description of the output in 60 characters or less. |
| TPLOT | An array that contains the burst lengths to be plotted. |
| V | The variable where knots are converted to feet per second. |
| VR | An intermediate variable that determines the distance plane traveled between rounds fired. |
| W,D(13) | Target width in feet - input and output variable. |
| WOODE | Weapon code used as an input - output variable in the stand alone plot. |
| WN2,WR2(I) | Half of target width in mils. |
| X | Probability that the gun jams. |
| XX | Random number used to test against X to see if the gun jammed. |

APPENDIX

FLOW CHART FOR OVERLAY 1,0

This appendix contains the flow chart for the mathematical computation section of the gun simulation program.

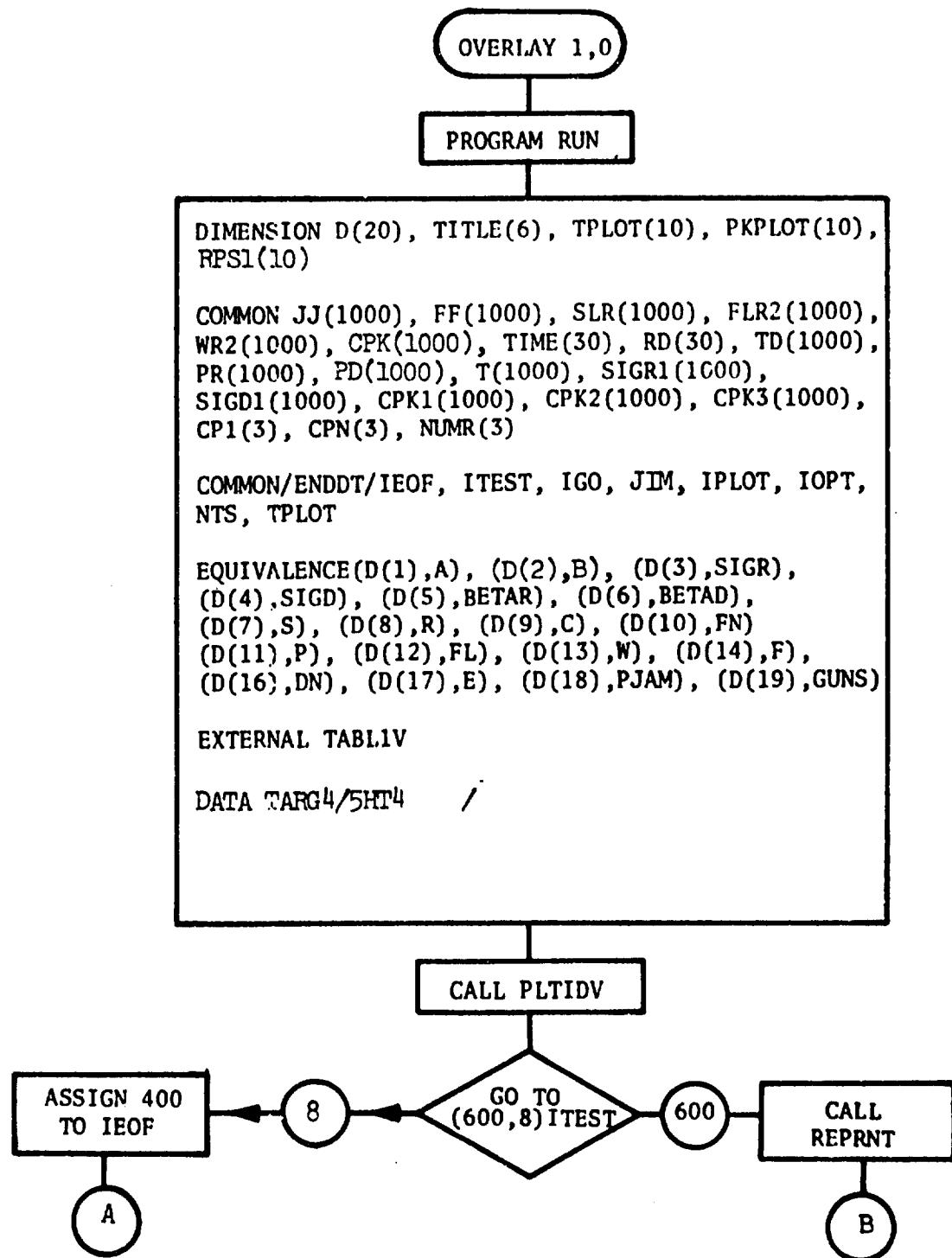


Figure 8. Flow Chart of Overlay 1,0

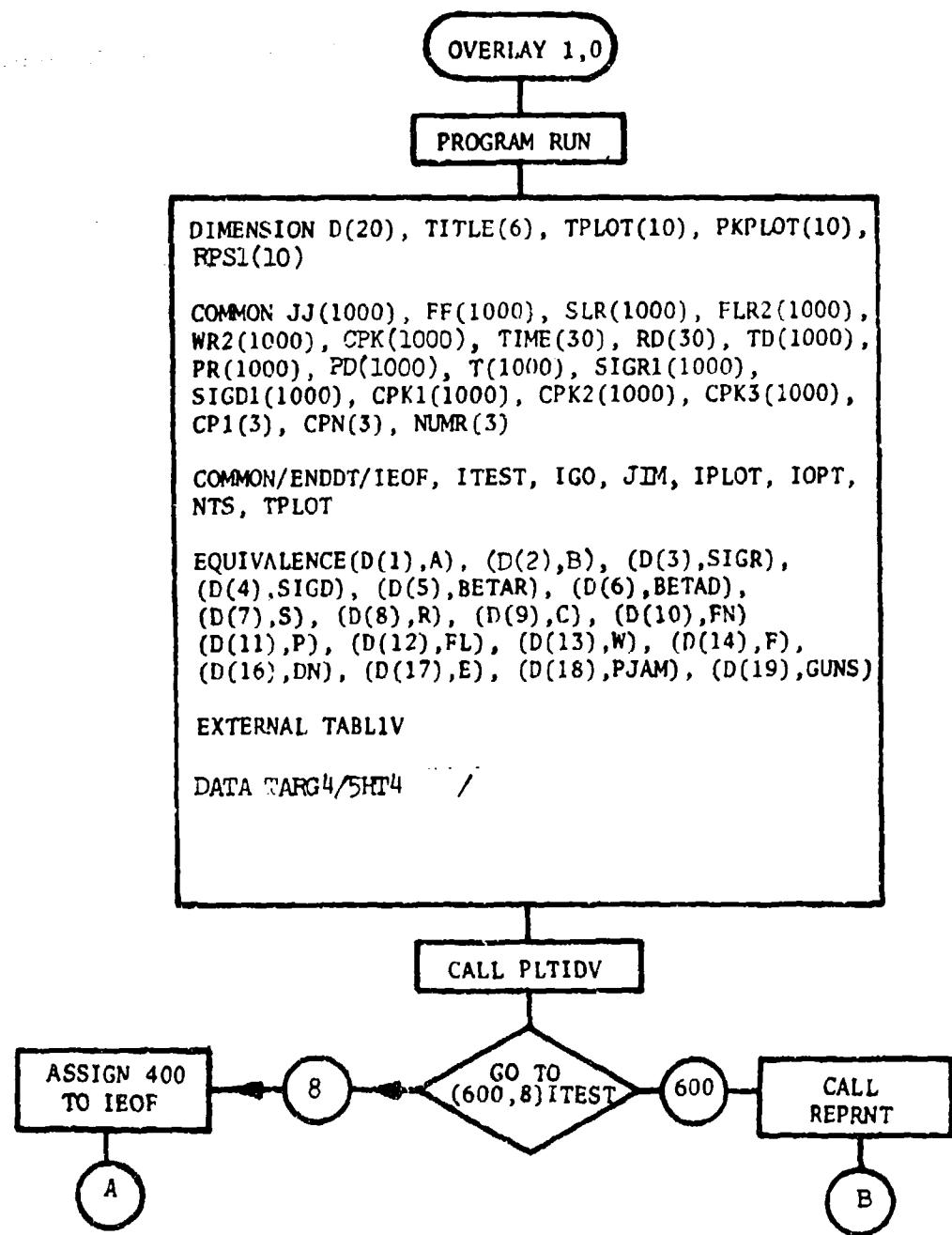
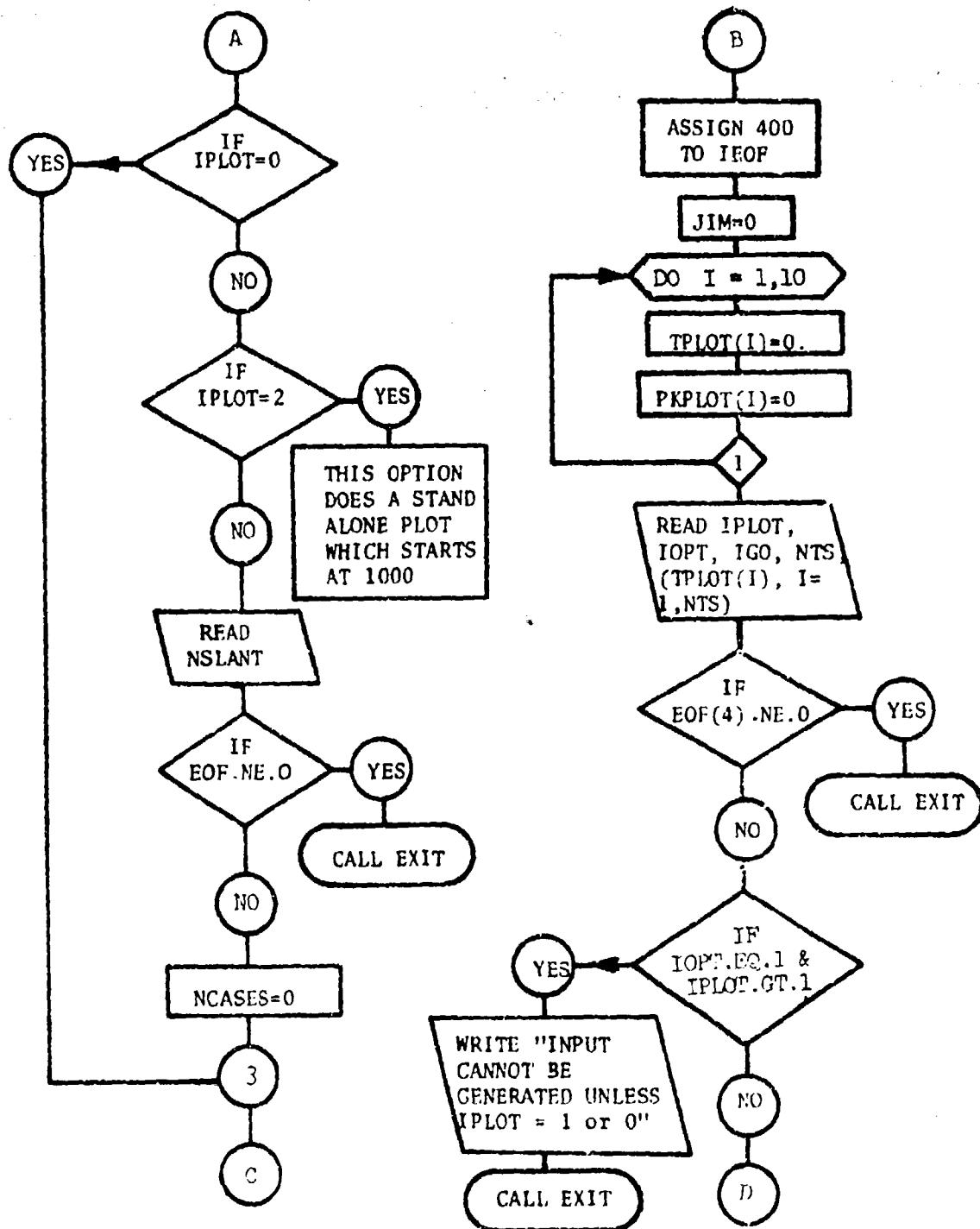


Figure 8. Flow Chart of Overlay 1,0



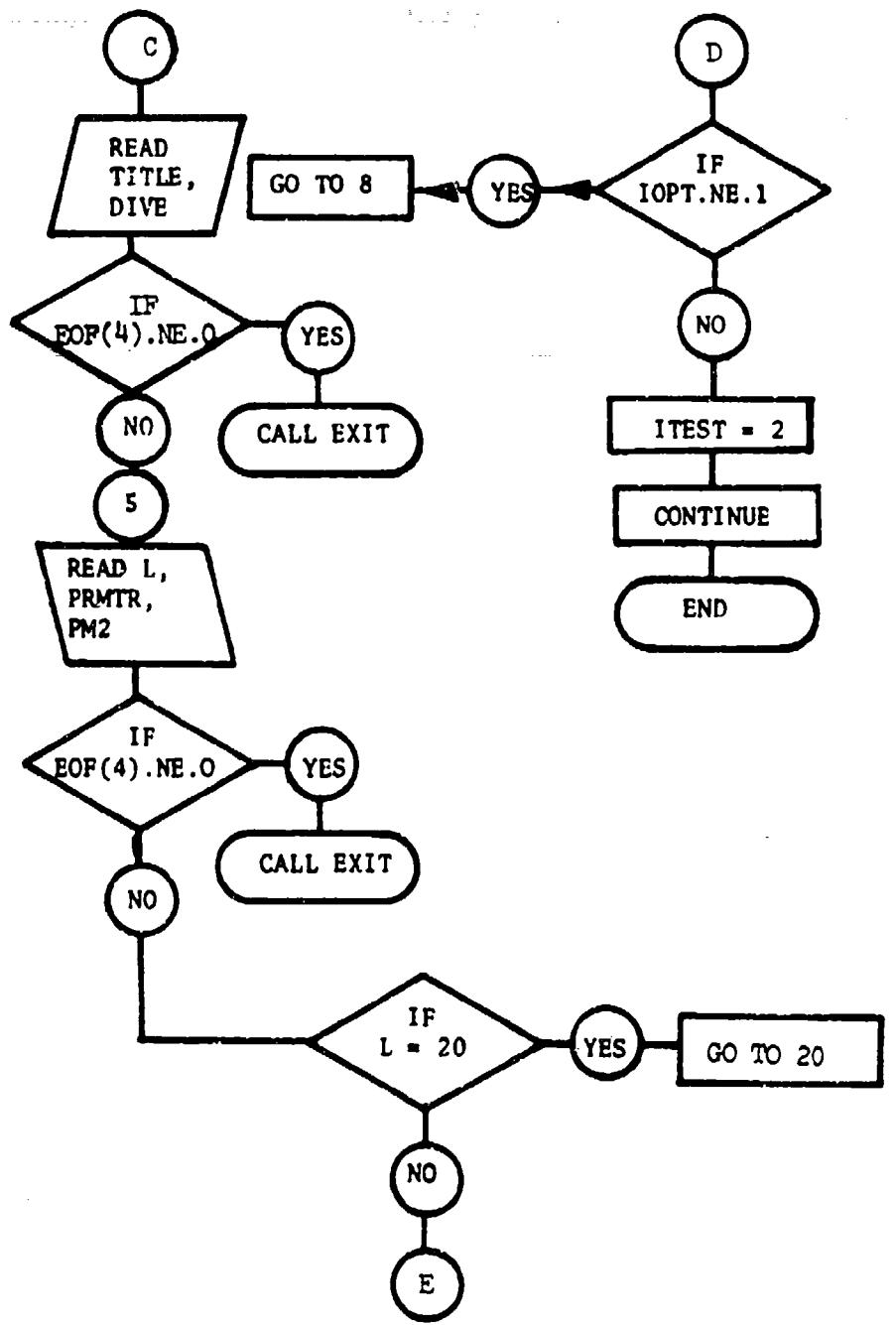


Figure 8. Flow Chart of Overlay 1,0 (Continued)

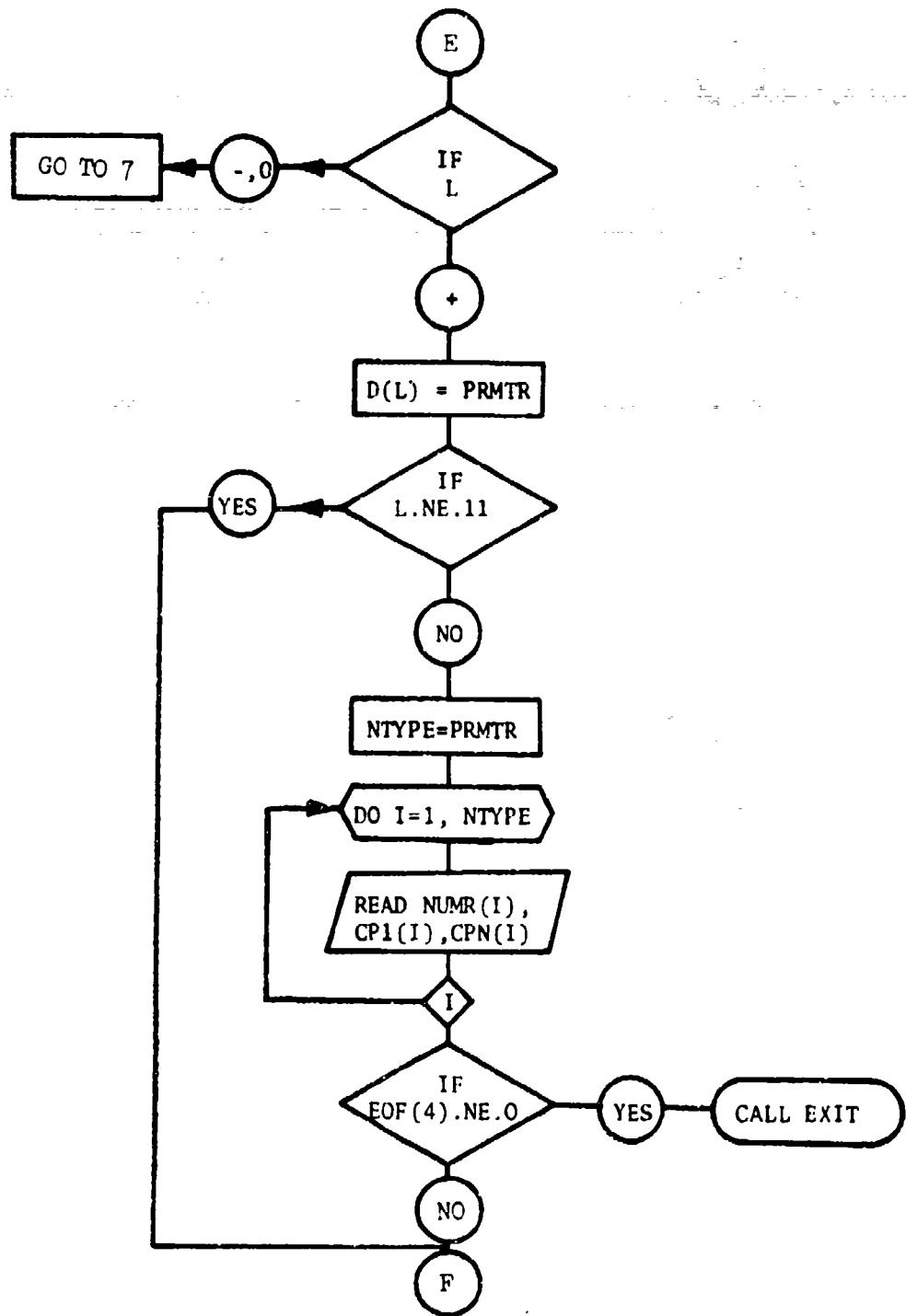


Figure 8. Flow Chart of Overlay 1,0 (Continued)

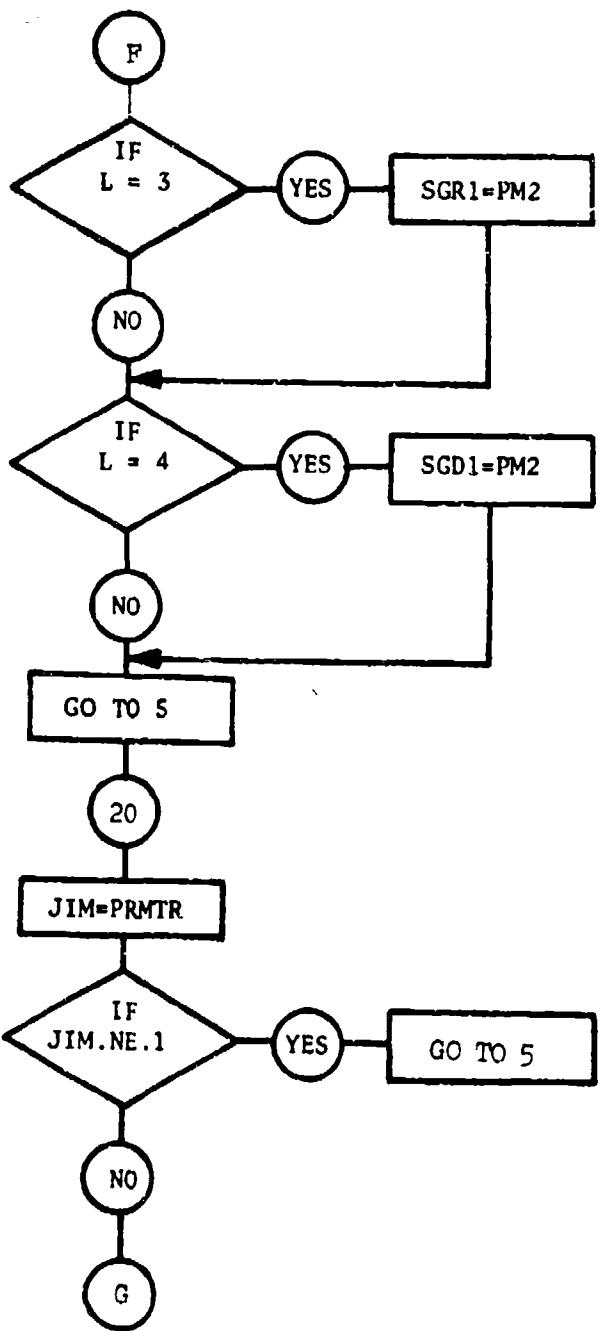


Figure 8. Flow Chart of Overlay 1,0 (Continued)

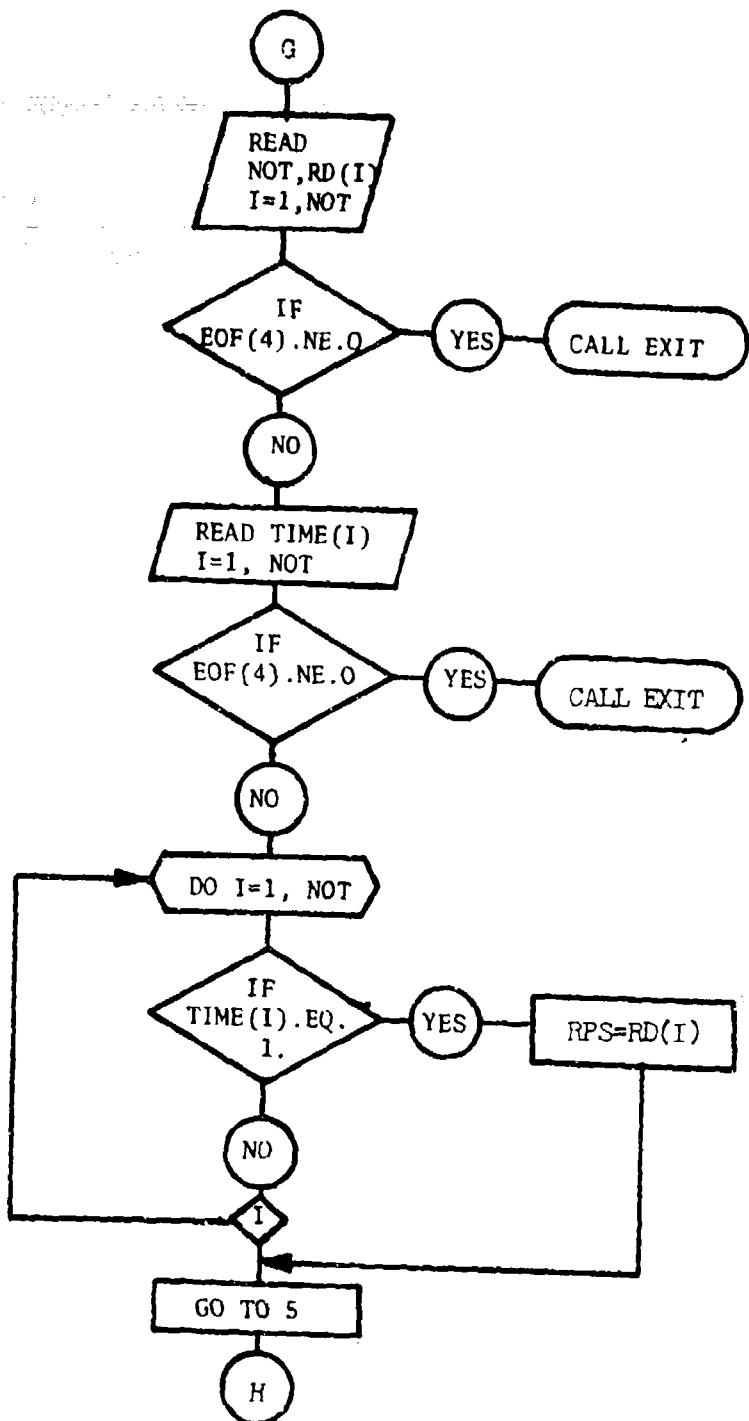


Figure 3. Flow Chart of Overlay 1,0 (Continued)

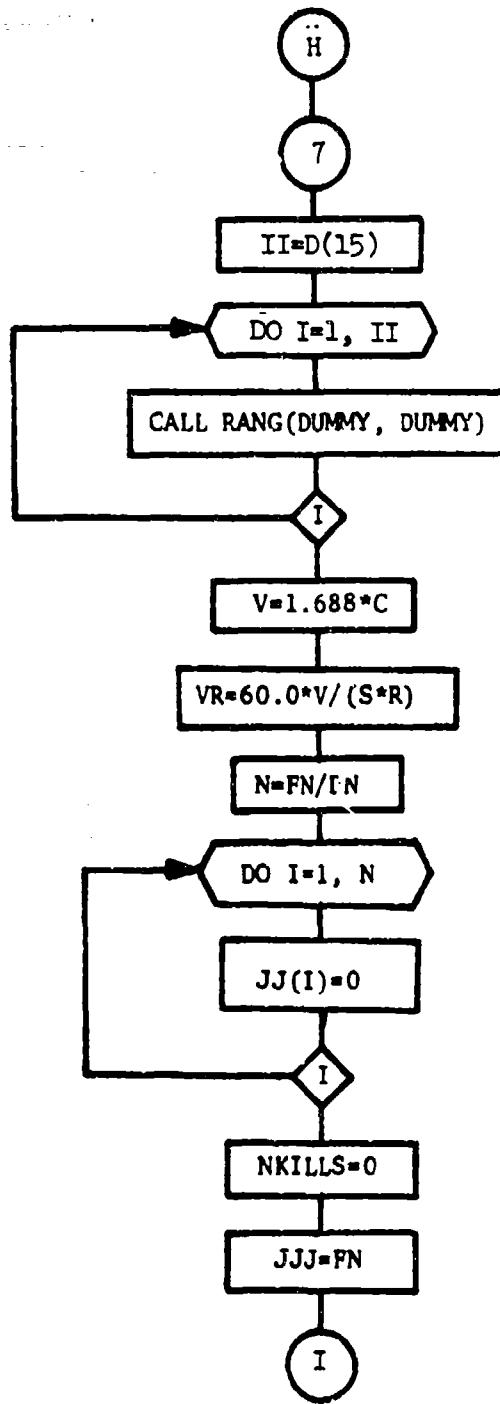


Figure 8. Flow Chart of Overlay 1,0 (Continued)

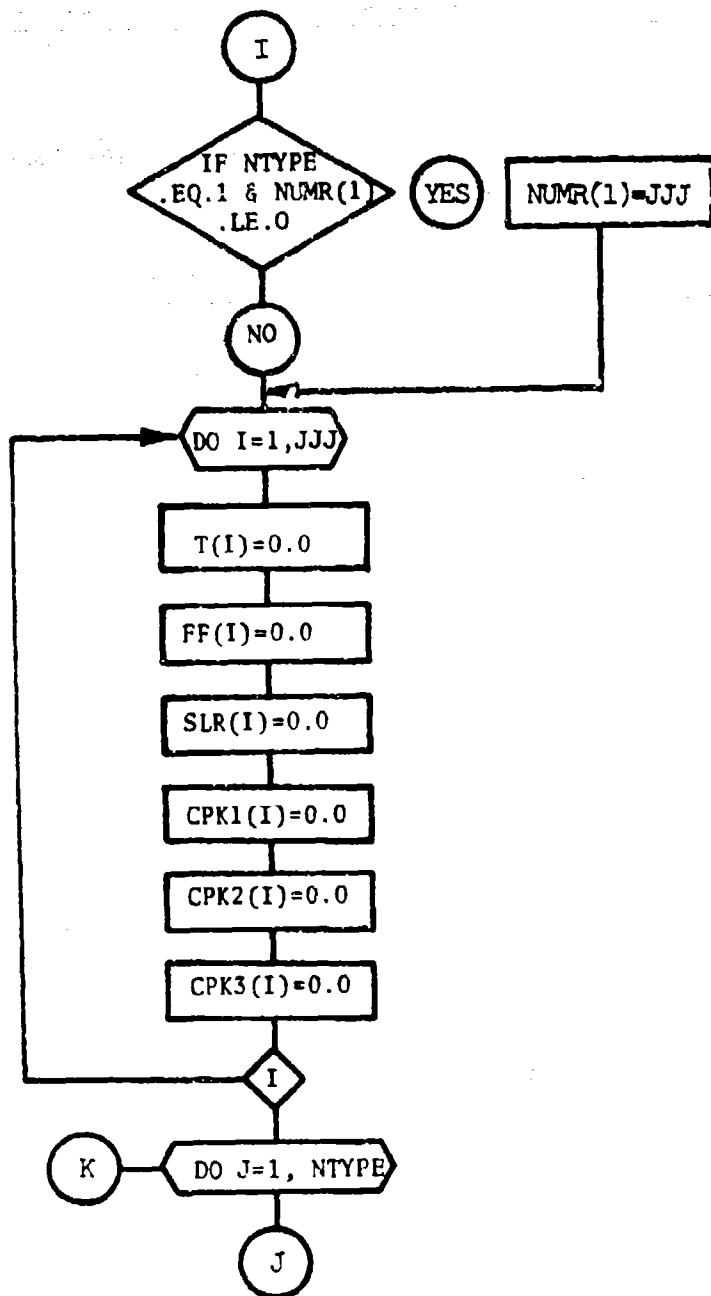


Figure 8. Flow Chart of Overlay 1,0 (Continued)

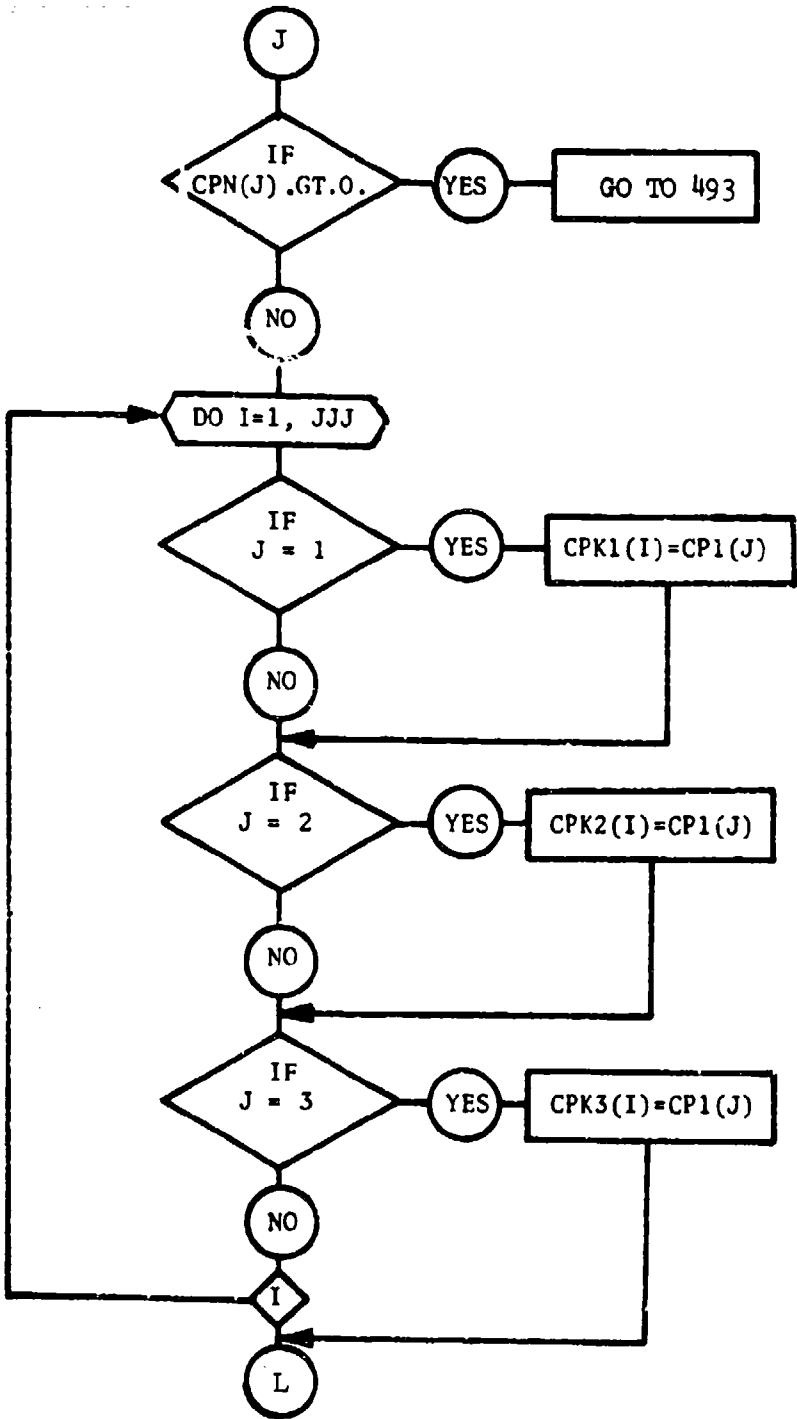


Figure 8. Flow Chart of Overlay 1,0 (Continued)

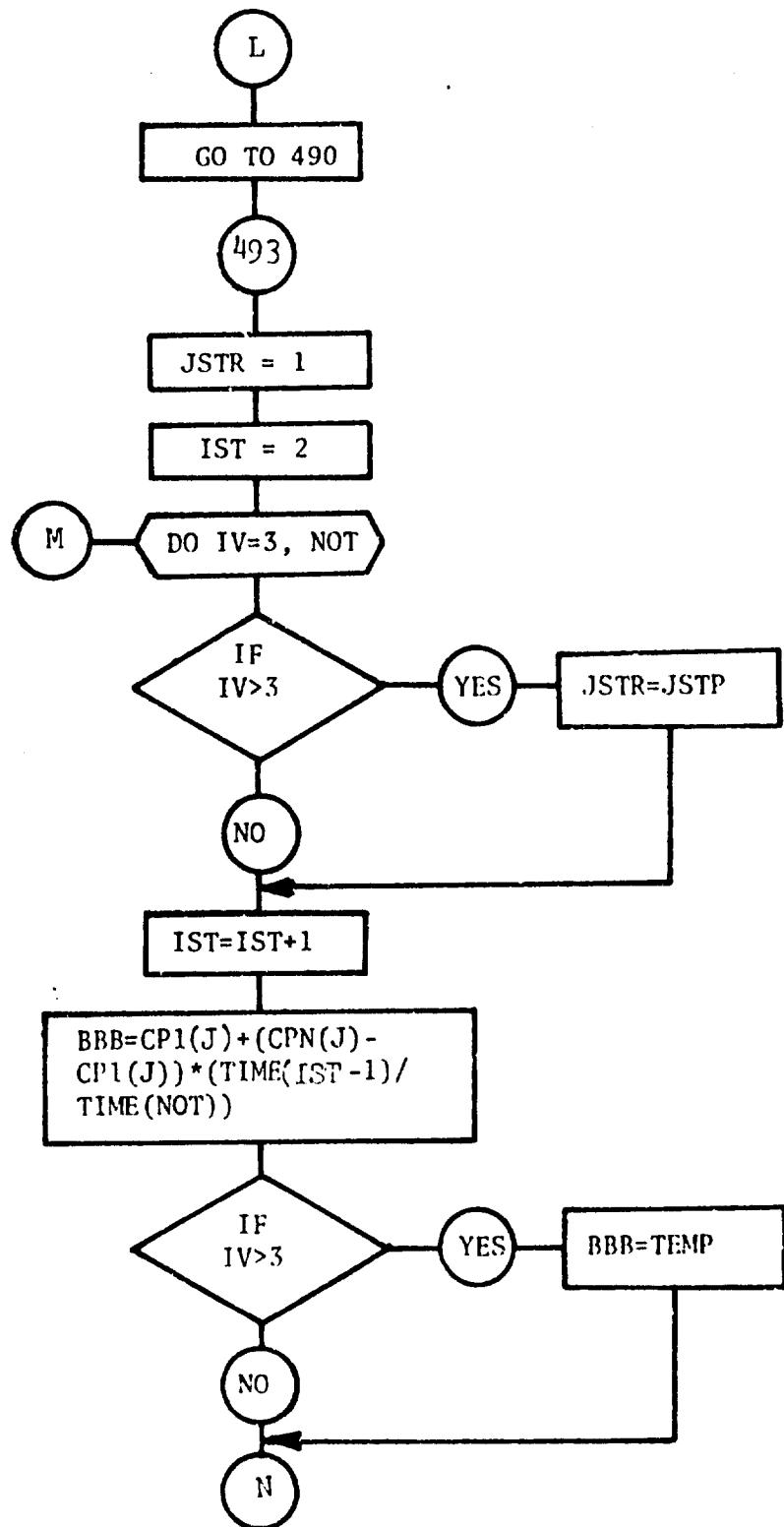


Figure 8. Flow Chart of Overlay 1,0 (Continued)

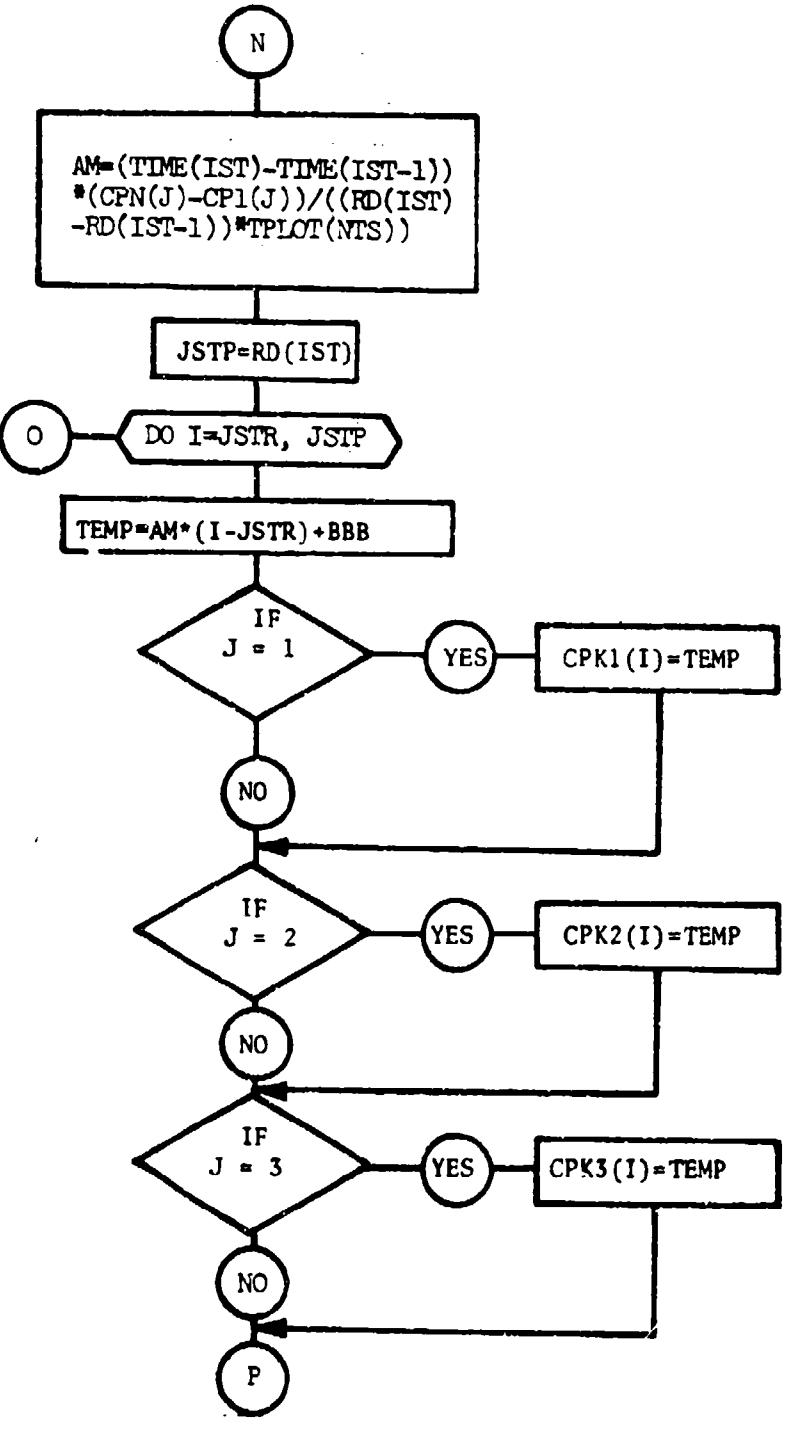


Figure 8. Flow Chart of Overlay 1,0 (Continued)

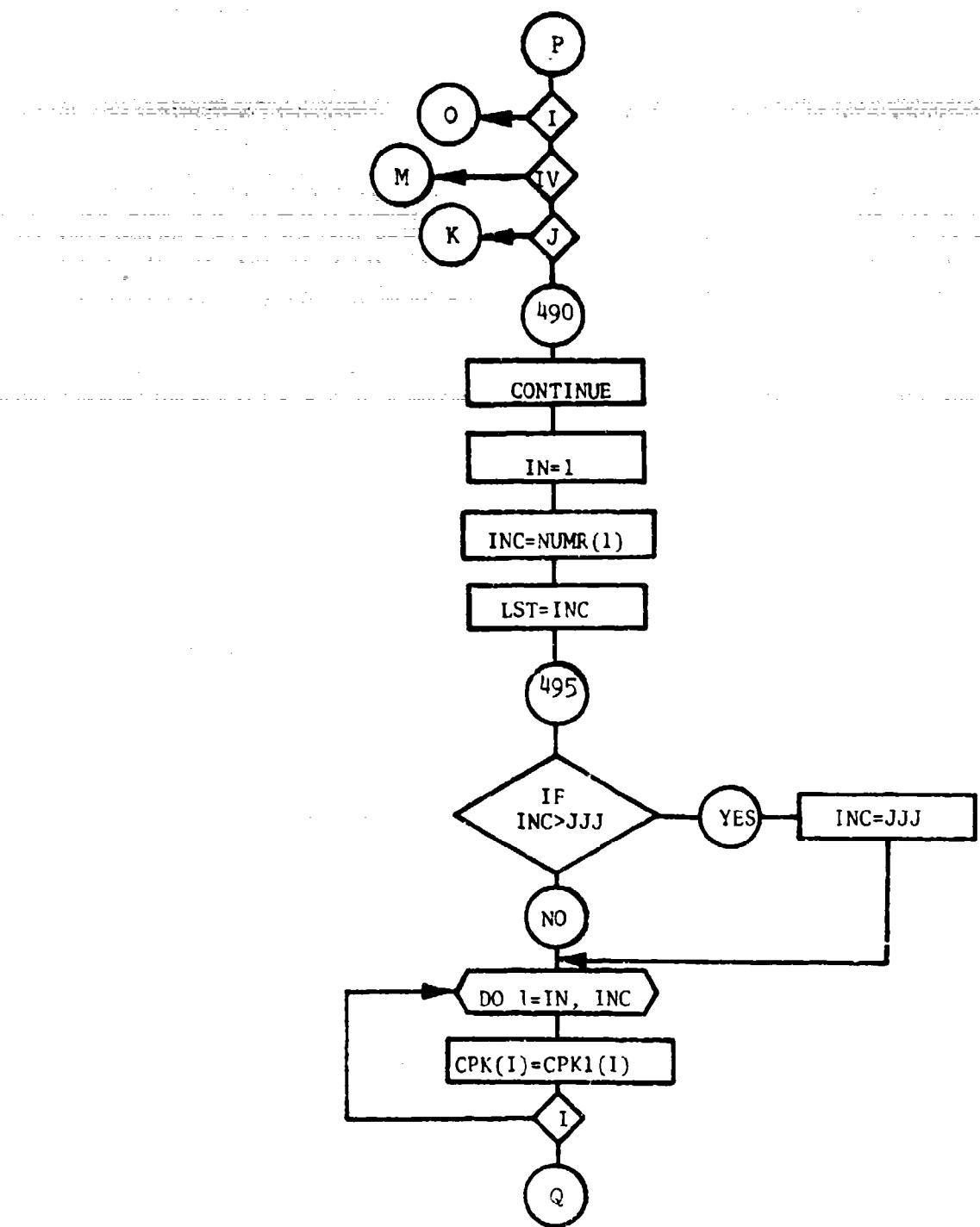


Figure 8. Flow Chart of Overlay 1,0 (Continued)

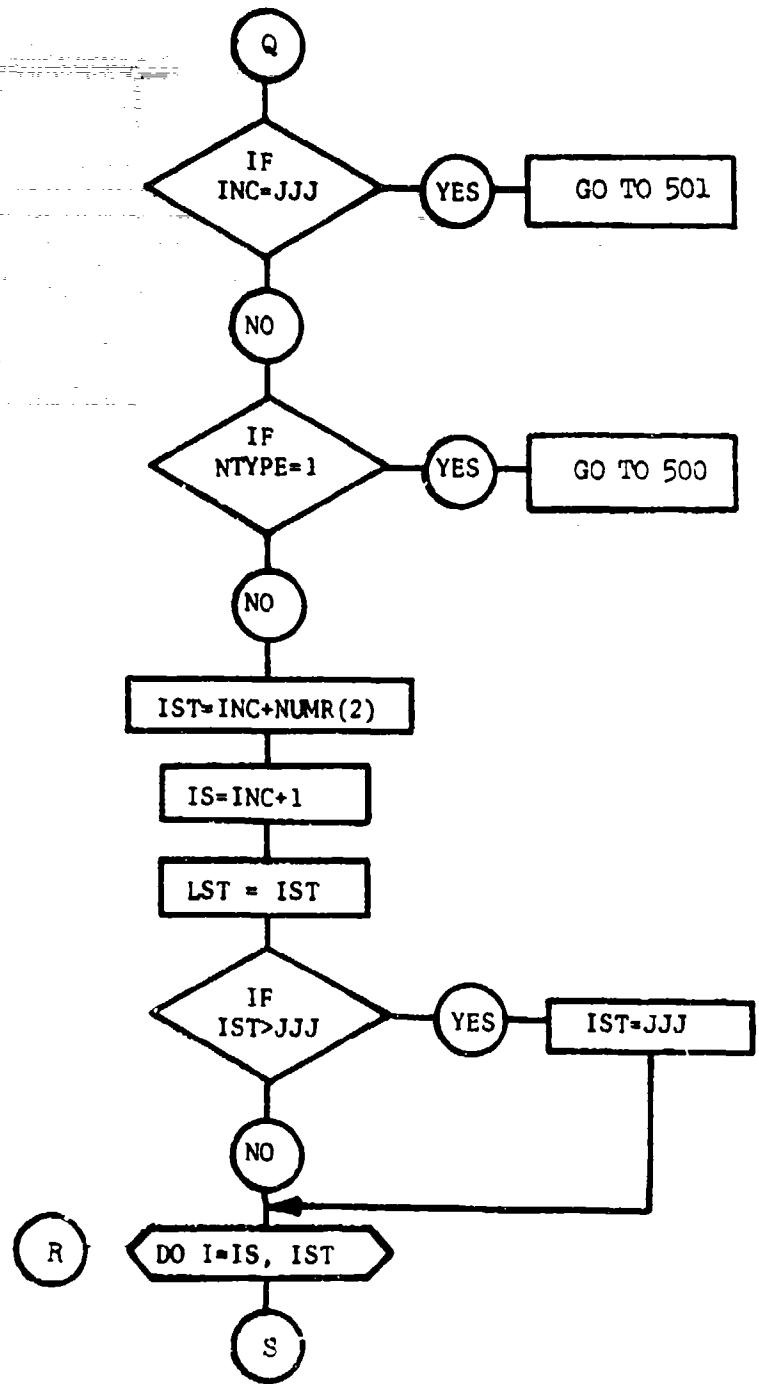


Figure 8. Flow Chart of Overlay 1,0 (Continued)

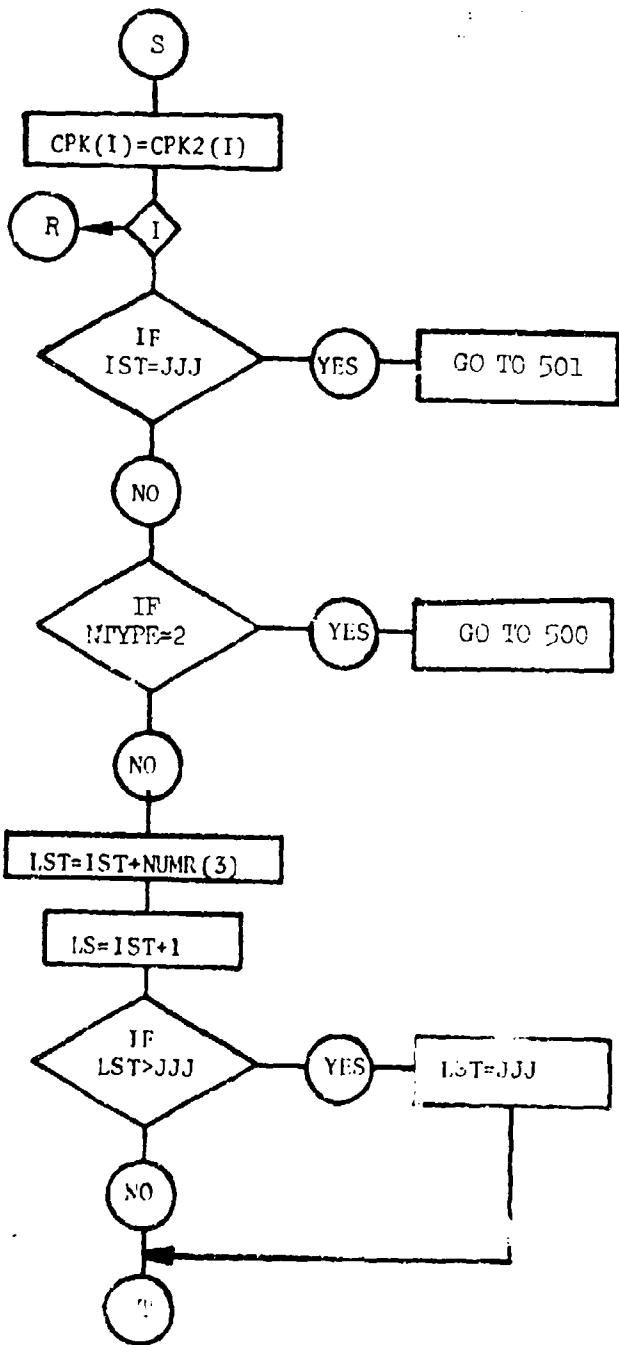


Figure 8. Flow Chart of Overlay 1, P (Continued)

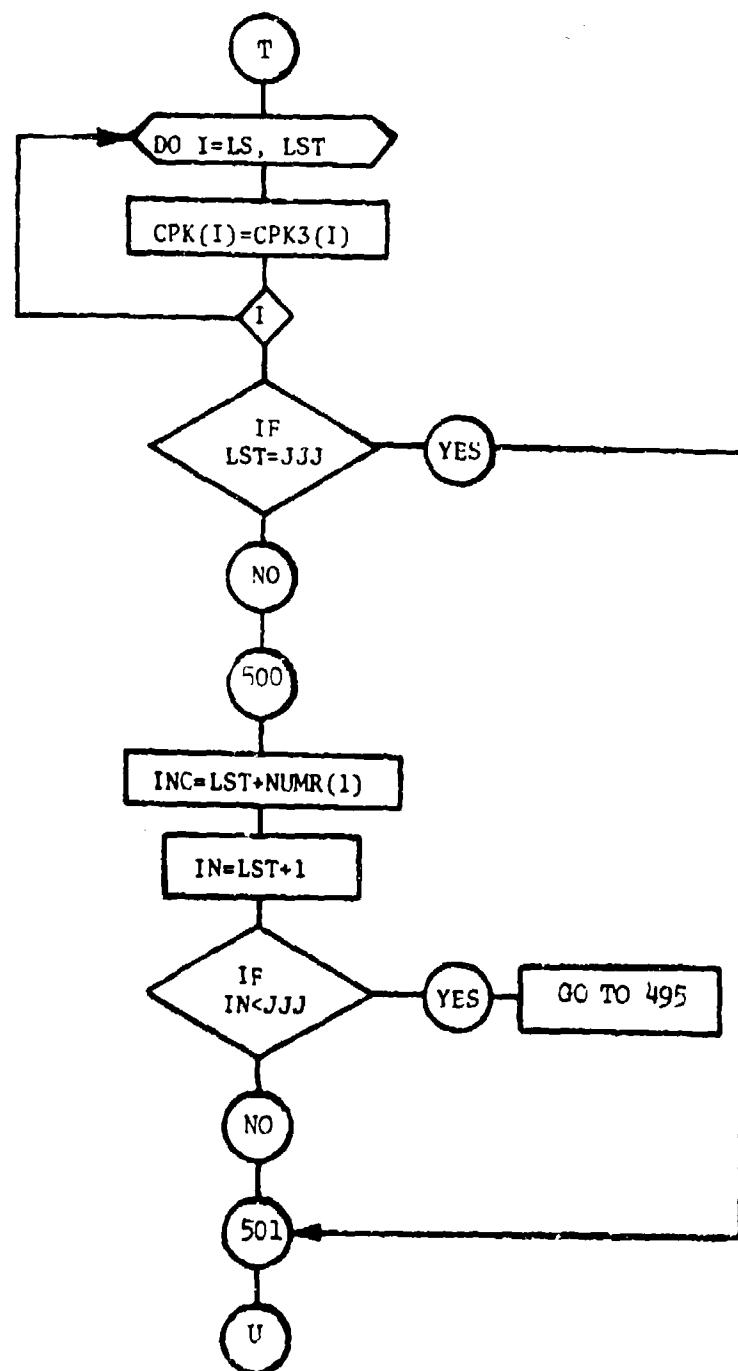


Figure 8. Flow Chart of Overlay 1,0 (Continued)

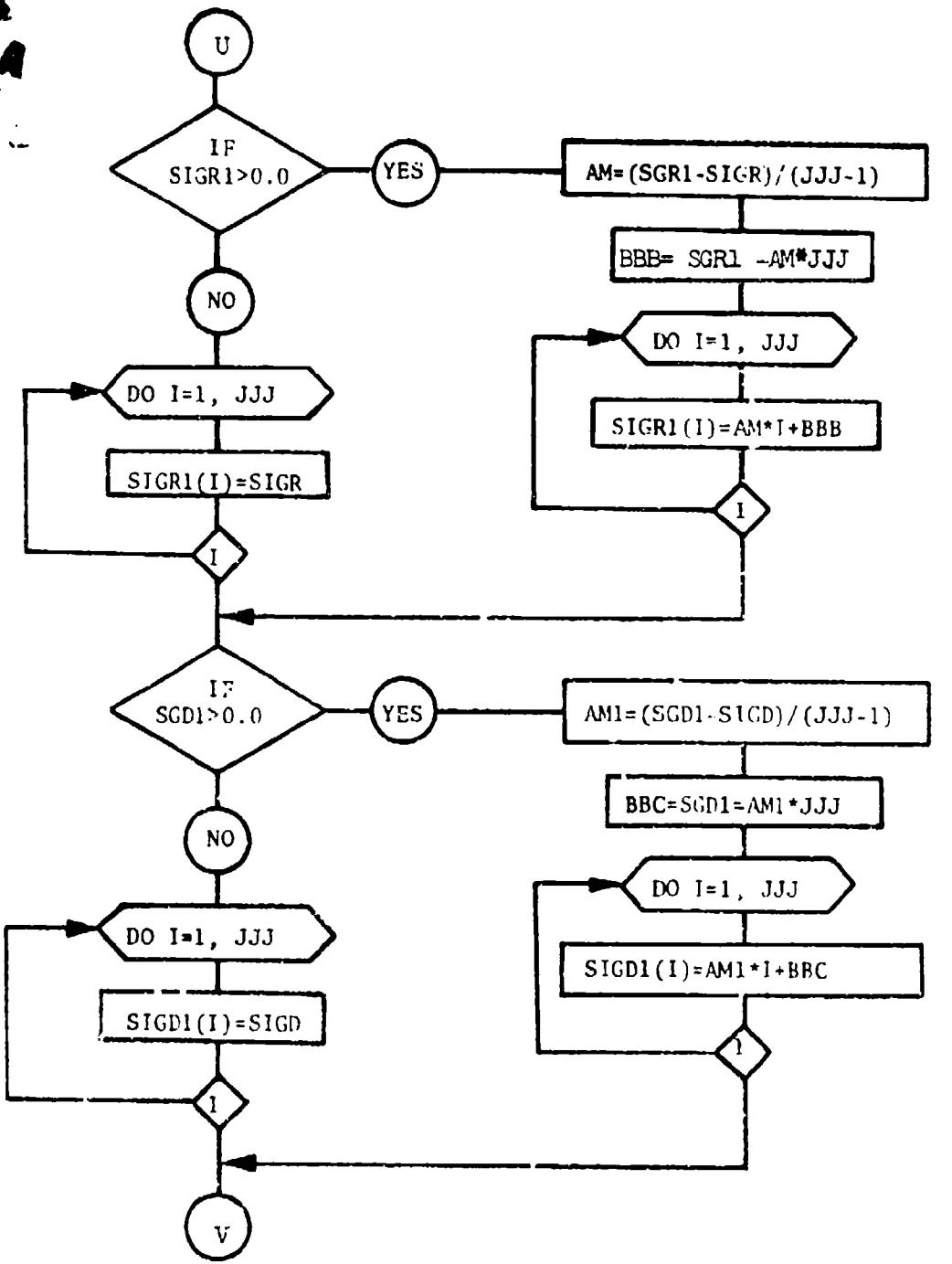


Figure 8. Flow Chart of Overlay 1,0 (Continued)

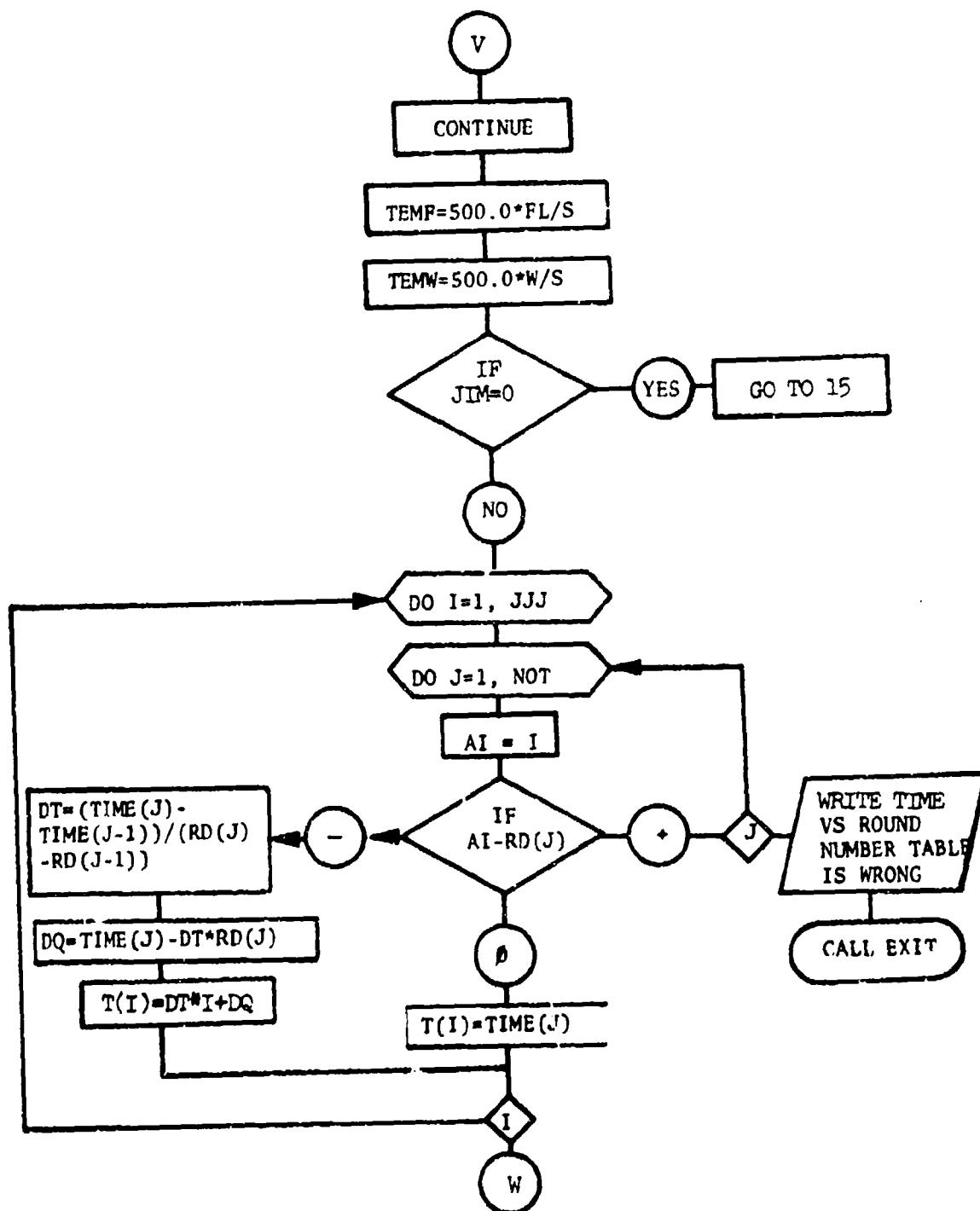


Figure 8. Flow Chart of Overlay 1,0 (Continued)

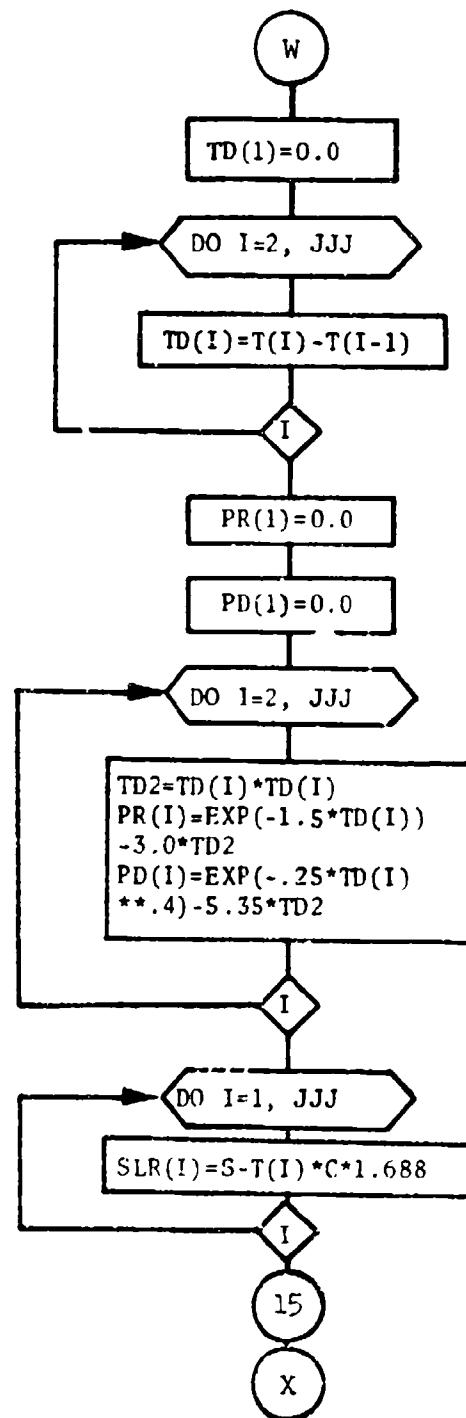


Figure 8. Flow Chart of Overlay 1,0 (Continued)

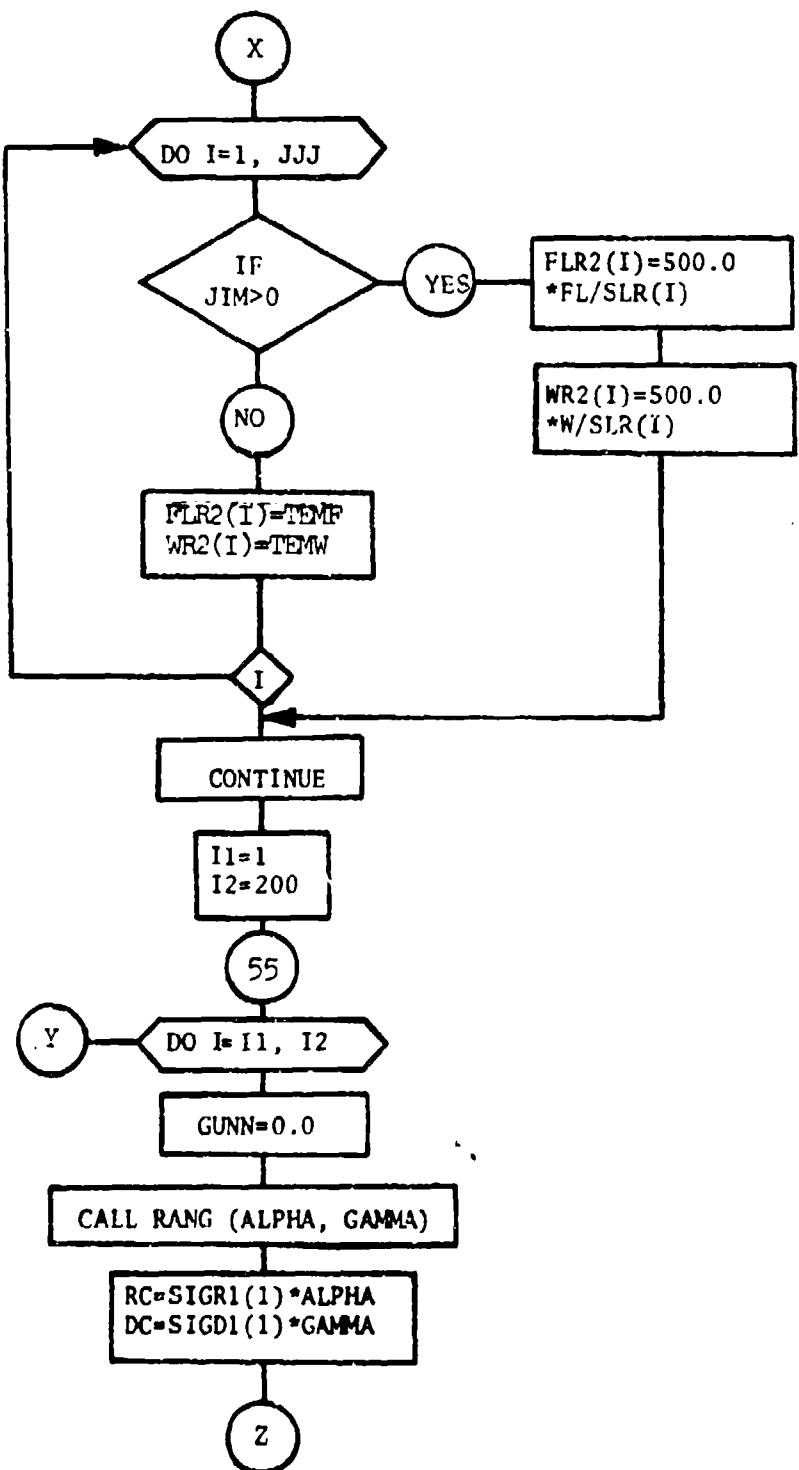


Figure 8. Flow Chart of Overlay 1,0 (Continued)

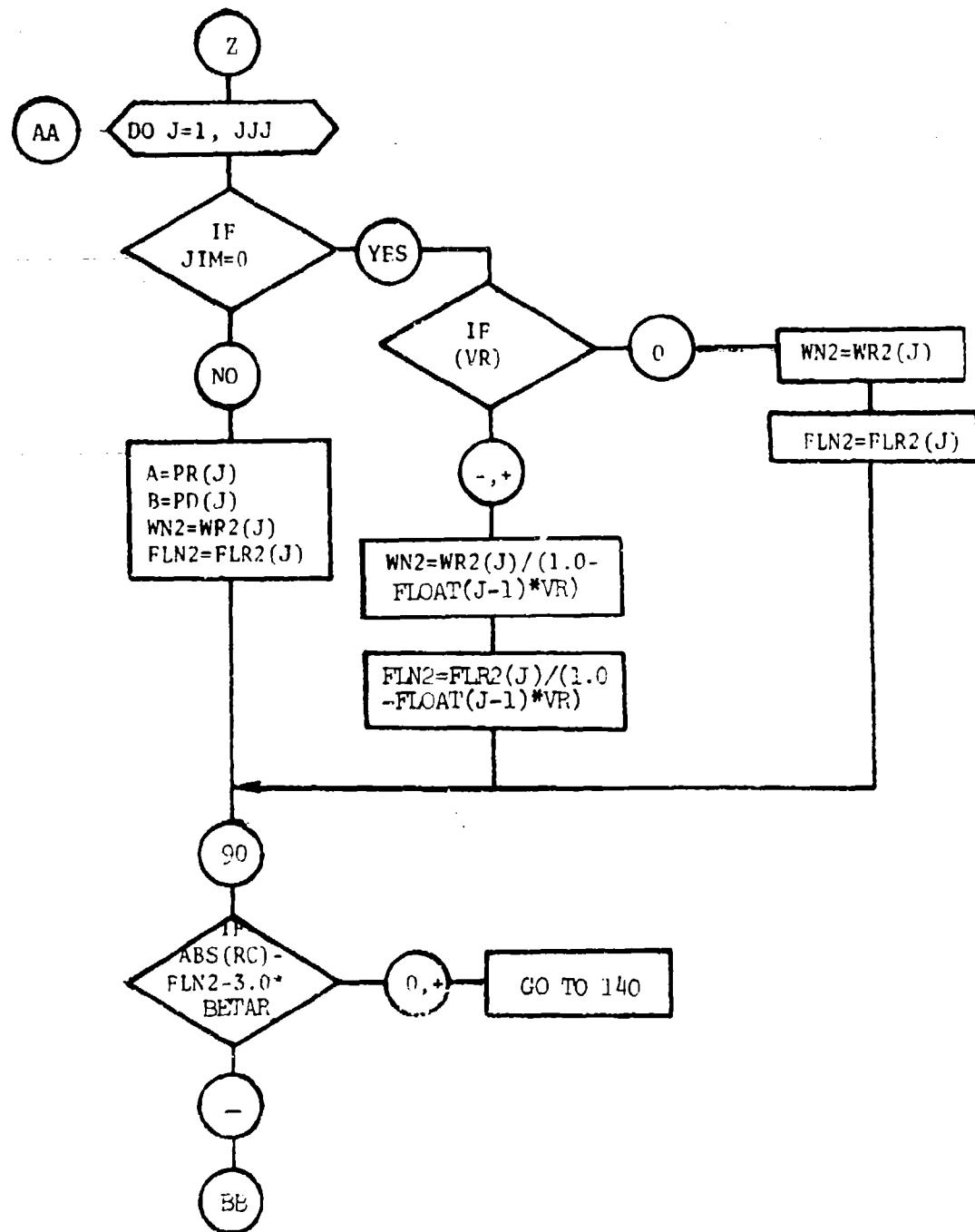


Figure 8. Flow Chart of Overlay 1,0 (Continued)

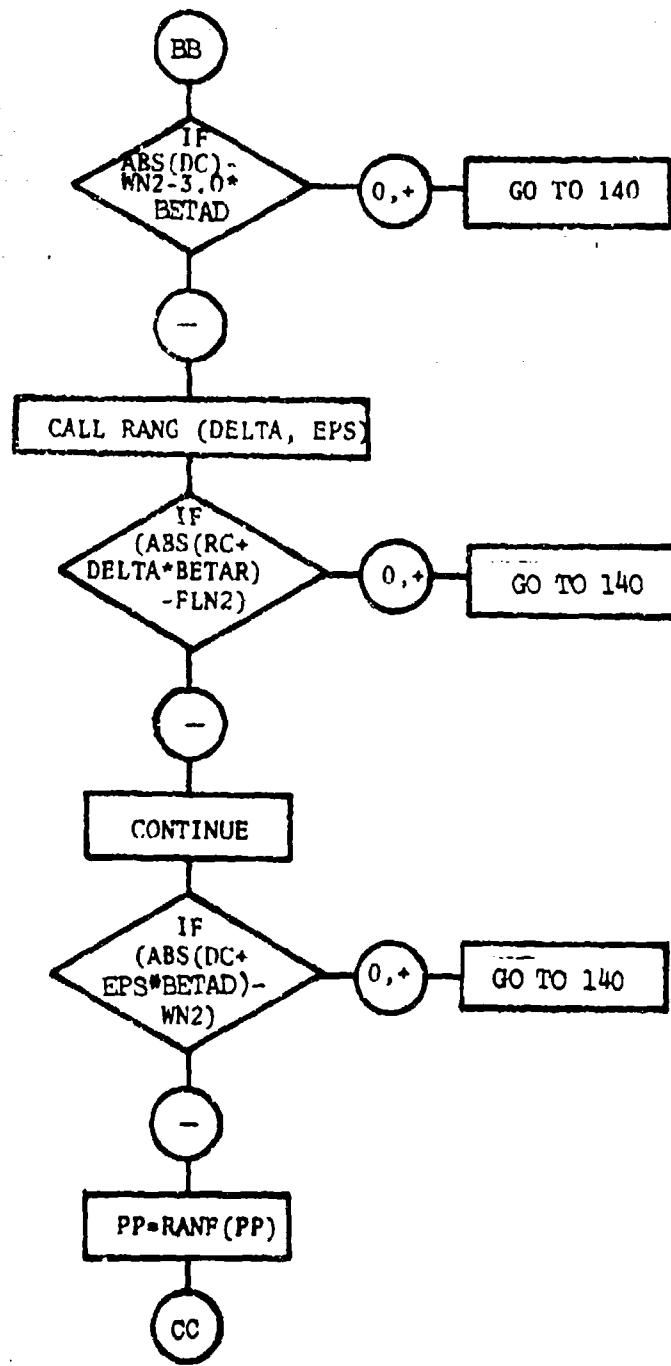


Figure 8. Flow Chart of Overlay 1,0 (Continued)

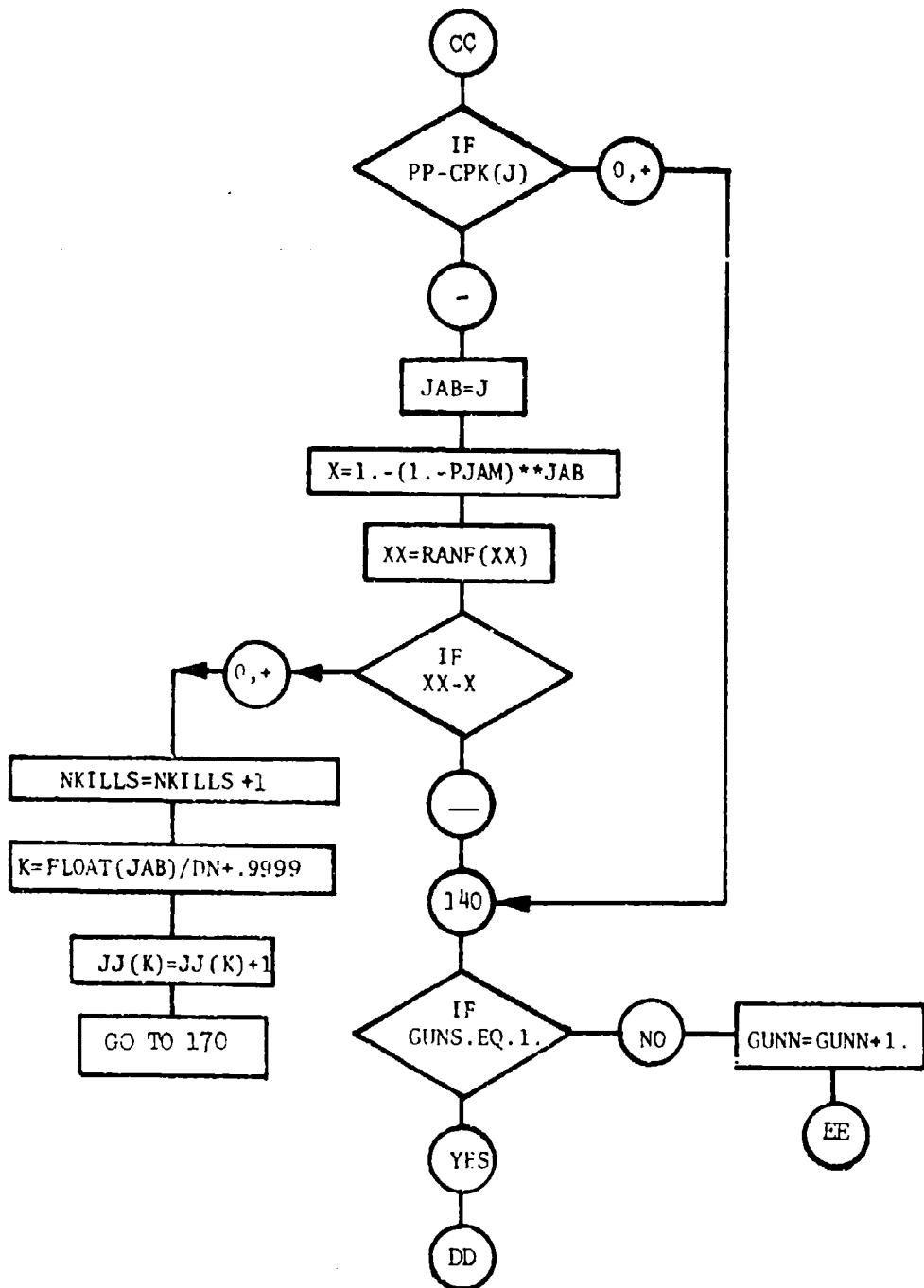


Figure 8. Flow Chart of Overlay 1,0 (Continued)

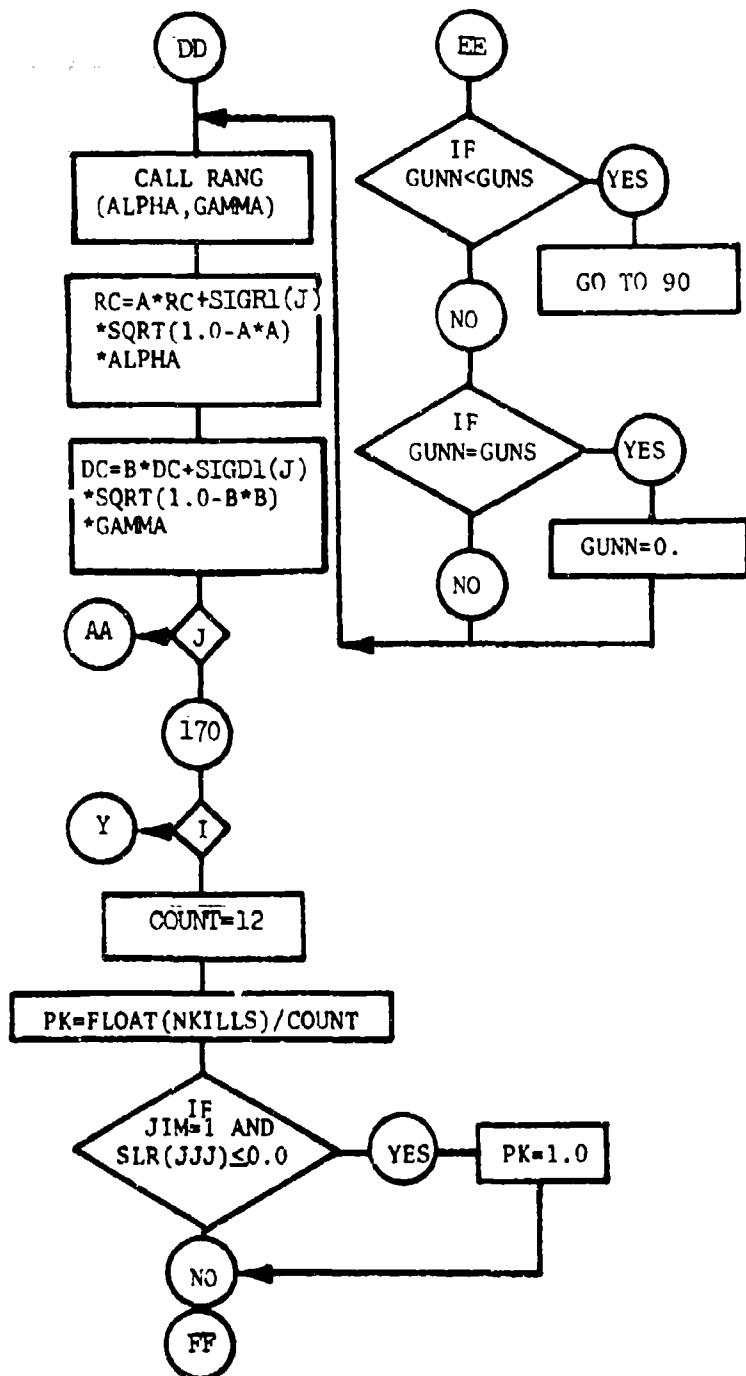


Figure 8. Flow Chart of Overlay 1,0 (Continued)

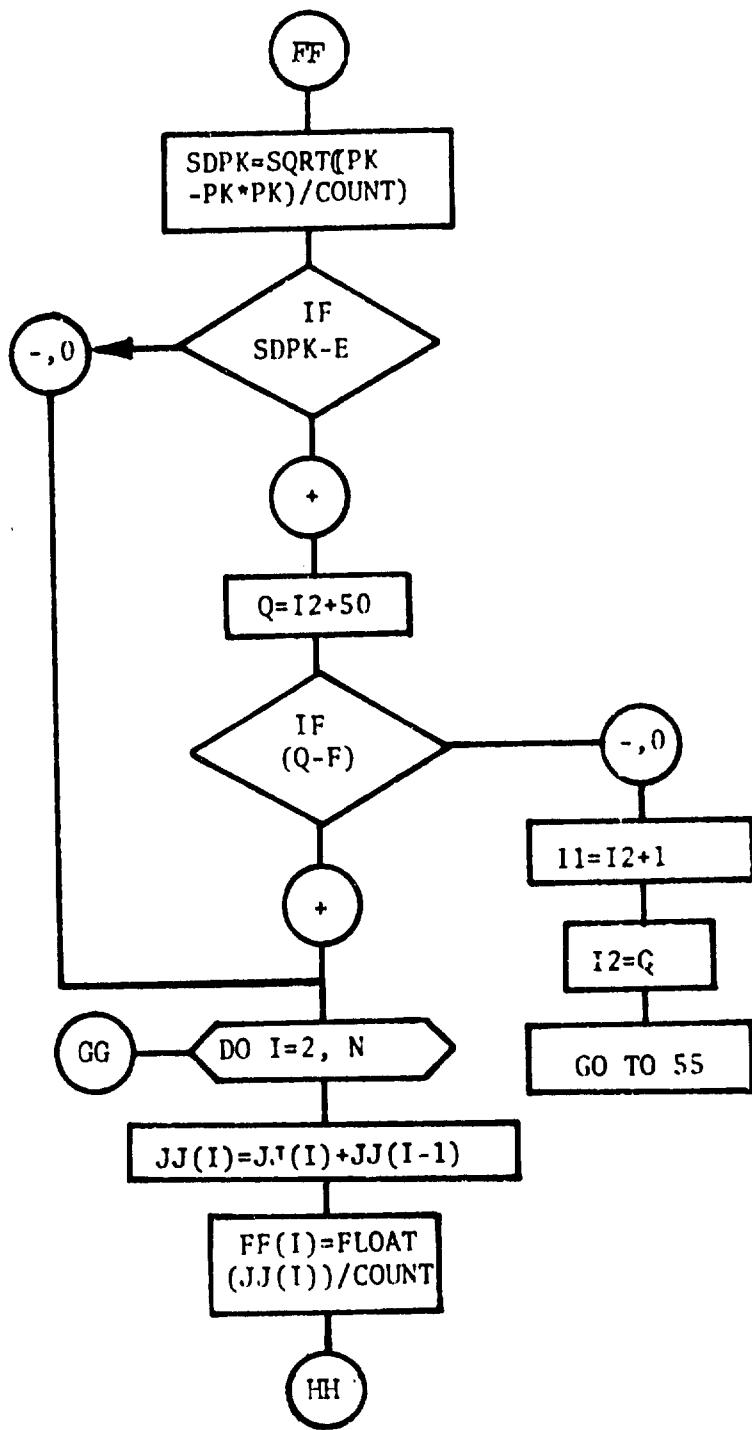


Figure 8. Flow Chart of Overlay 1,0 (Continued)

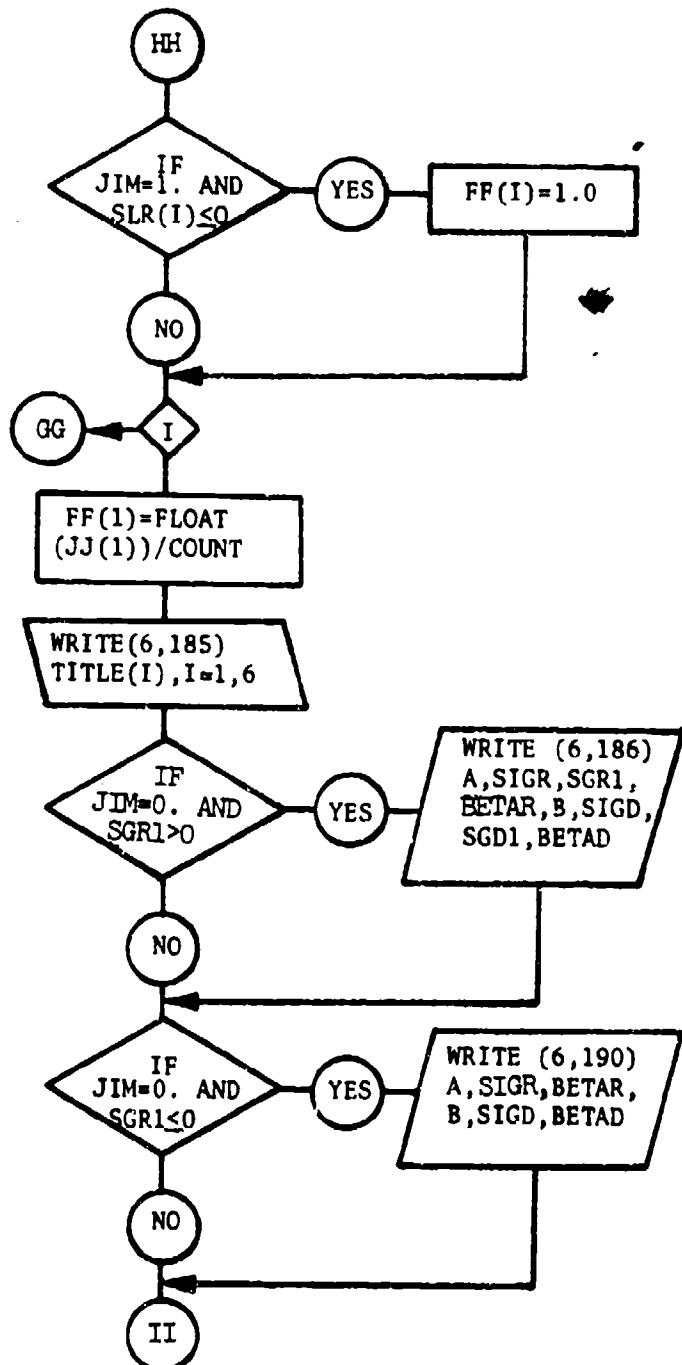


Figure 8. Flow Chart of Overlay 1,0 (Continued)

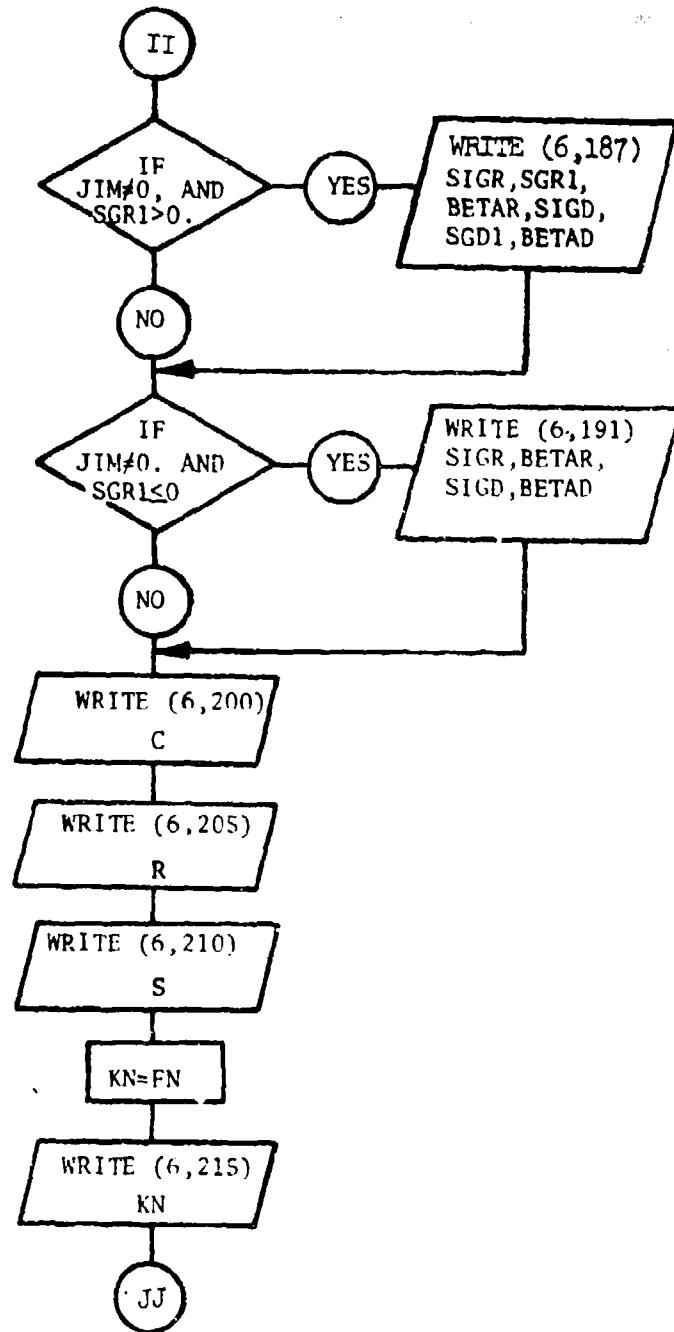


Figure 9. Flow Chart of Overlay 1,0 (Continued)

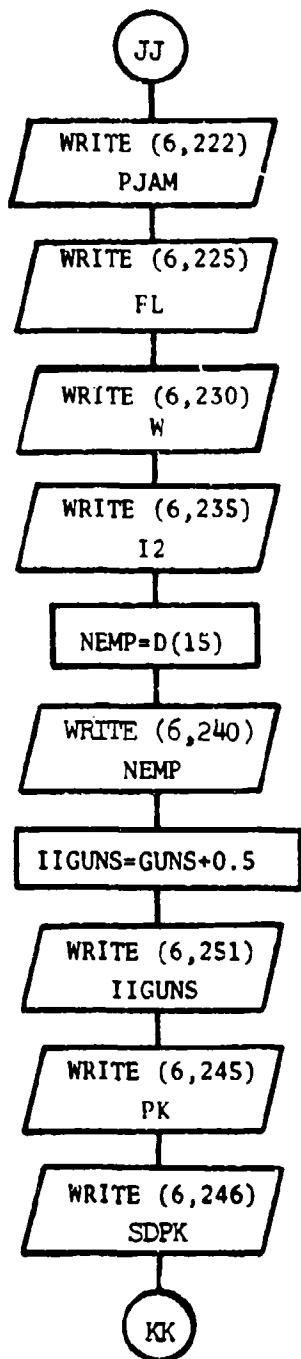


Figure 8. Flow Chart of Overlay 1,0 (Continued)

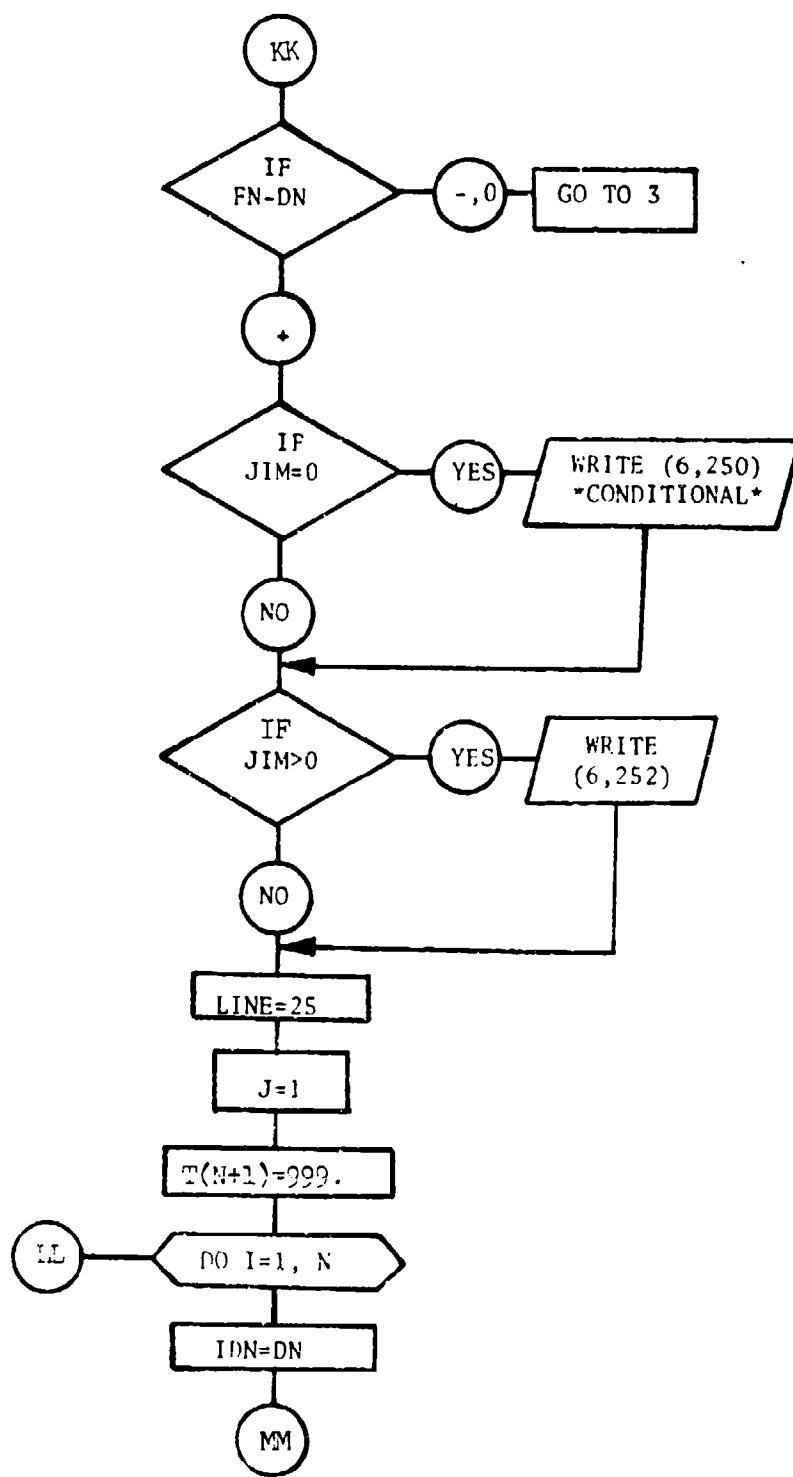


Figure 8. Flow Chart of Overlay 1,0 (Continued)

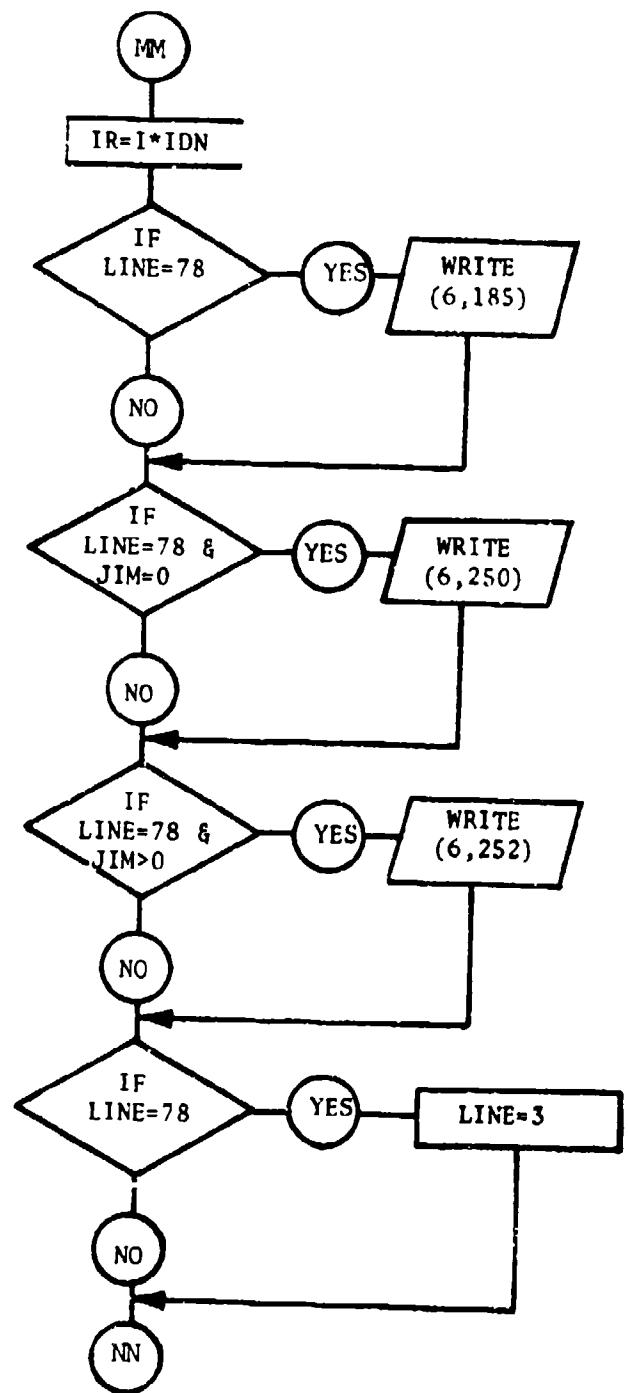


Figure 8. Flow Chart of Overlay 1,0 (Continued)

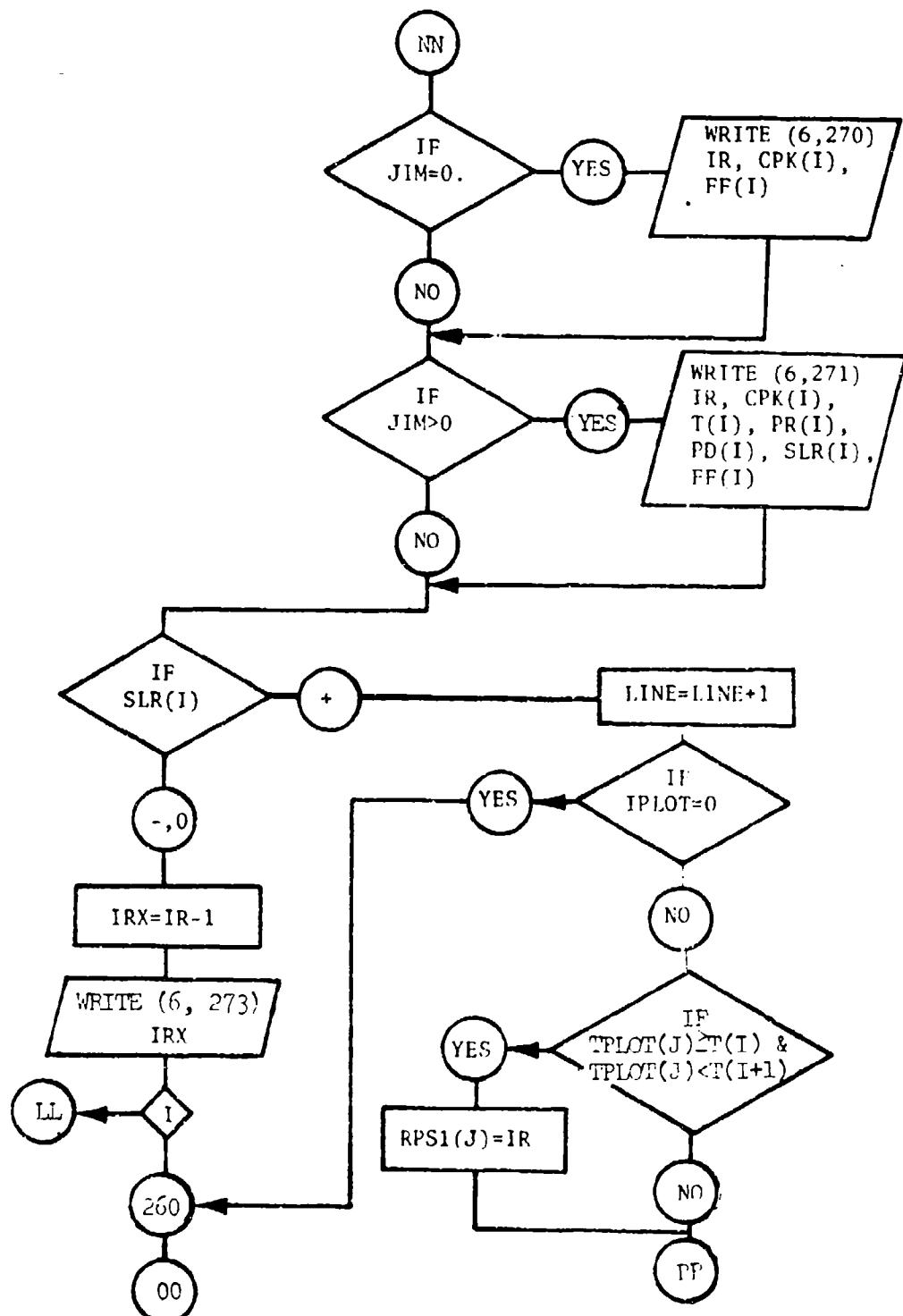


Figure 8. Flow Chart of Overlay 1,0 (Continued)

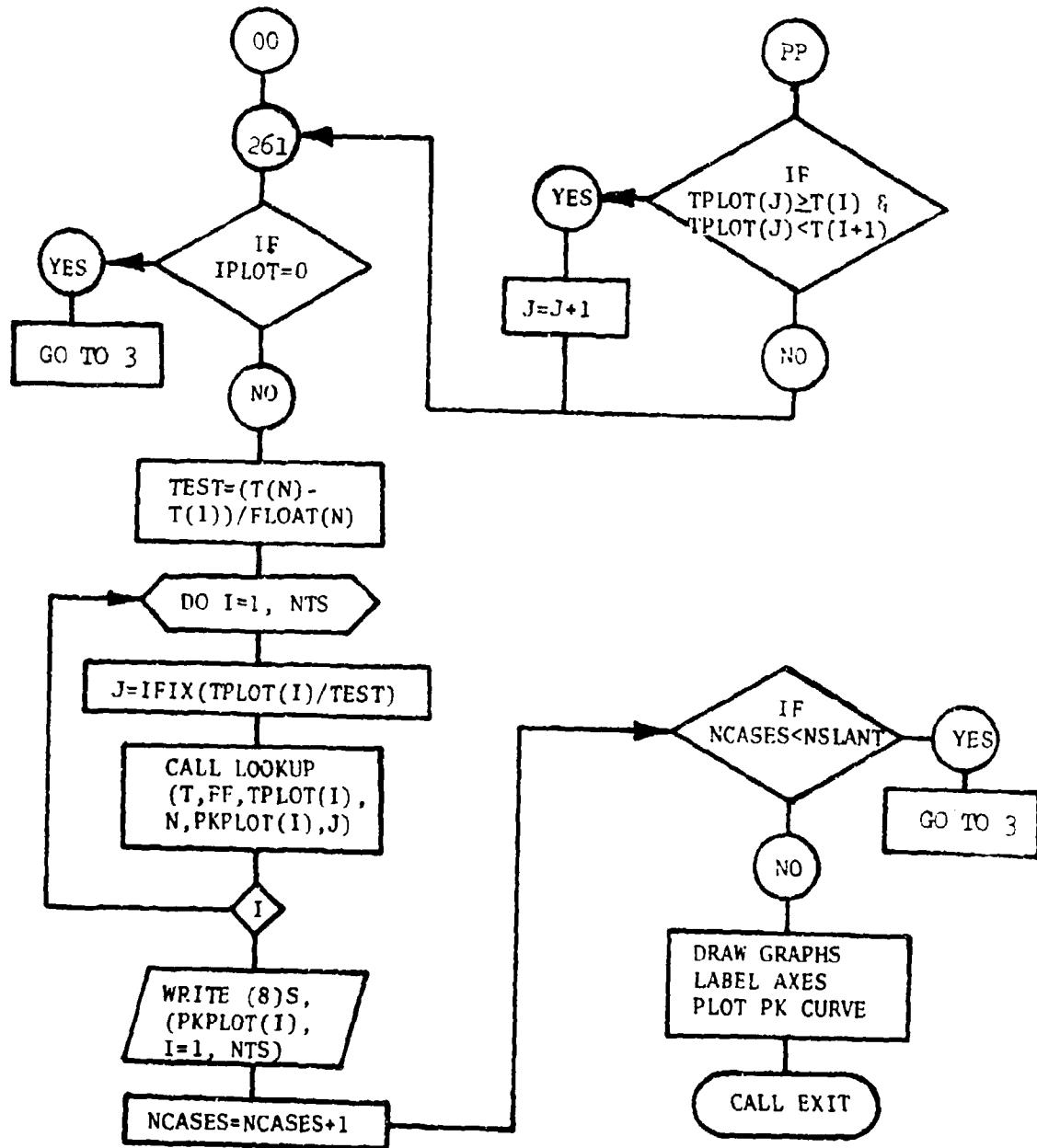


Figure 8. Flow Chart of Overlay 1,0 (Concluded)

APPENDIX C

P0655 PROGRAM LISTING

Appendix C contains a FORTRAN program listing of the air-to-ground gun simulation program complete with three overlays and three subroutines.

```

1      PROGRAM P0655      76/74      OPT=1      FTN 4.5+410      22/07/76      14.32.33      PAGE 1
2      OVERLAY(IFILE,0,0)
3      PROGRAM P0655      INPUT=129, OUTPUT=129, TAPE5=INPUT, TAPE6=OUTPUT, TAPE4=
4      1,129,TAPE5,FILEMP=0
5      OTHERSECTION 1,129
6      COMMON/SMOD/EOF,ITEST,IGO,JI,M,IPLOT,IPPT,NTS,TPLOT
7      ITEST=1
8      CALL FORTNEY
9      ASSIGN 180 TO 1EOF
10     CALL OVERLAY(SLAFILE,1,0,6HRECALL)
11     CALL OVERLAY(SLAFILE,2,0,6HRECALL)
12     TELL(IGO,0)GOTO 110
13     CALL OVERLAY(SLAFILE,1,0,6HRECALL)
14     180 CONTINUE
15     CALL EXIT
16

```


PROGRAM RUN 74/74 3PT=1

F: 40101.0

?_0776 14.32.33 PAGE 3

```
135      IF(LST.GT.JJJ) LST = JJJ
        DO 498 I=LS,SP
499      CPK(I) = CPK3(I)
      1F(LST.EU.JJJ) GO TO 501
      500      INC = LST+NUMP(I)
      1N = LST+1
      1F(1N.LE.JJJ) GO TO 495
      501      CONTINUE
      C      COMPUTE ARRAY OF AIMING ERRORS
      1F(SGR1.GT.0.0) GO TO 503
      DO 504 I=1, JJJ
      504      SIGR1(I) = SIGR
      505      GO TO 505
503      AM = (SGR1-SIGR)/(JJJ-1)
      UBB = SGR1-AM*JJJ
      DO 506 I=1, JJJ
506      SIGR1(I) = AM+UGR
      1F(SIGR1(I).GT.0.0) GO TO 506
      DO 507 I=1, JJJ
507      SIGD1(I) = SIGD
      508      GO TO 508
508      AM1 = (SGD1-SIGD)/(JJJ-1)
      AM2 = SGD1-AM1*JJJ
      DO 509 I=1, JJJ
509      SIGD1(I) = AM1*I+AM2
      509      CONTINUE
      1F(TEMP = 500.0*FLVS
      TEMP = 500.0*FLVS
      1F(J1M.E0.0) GO TO 15
      DO 71 J=1,NOT
      41 = I
      1F(41.LD(J)) 73,72,71
71      CONTINUE
      1F(41.RD(J)) 73,72,71
      72      WRITE(6,76)
      76      FORMAT(1X,*TIME VS ROUND NUMBER TABLE IS WRONG*)
      72      CALL EXIT(1)
      73      DO 75 TIME(JJ)-TIME(JJ-1) RD(J)-RD(J-1)
      75      RD(J) = TIME(JJ)-TIME(JJ-1)
      75      RD(J) = RD(J)+RD
      75      CONTINUE
      175      DO(I) = 0.
      65      DO(I) = 2*JJJ-1
      PR(I) = 0.
      PD(I) = 0.
      DO 66 I=2, JJJ
      180      DO(I) = 0(I)-2
      PR(I) = EXP(-1.5*ID2(I)-3.*ID2
      66      DO(I) = EXP(-1.5*ID2(I)-3.*ID2
      14      SLR(I) = S-I(I)*1.688
      15      DO 22 I=1, JJJ
      1F(I.JM.G1.0) GO TO 24
      FLR2(I) = TEMP
      MR2(I) = TEMP
      GO TO 22
      24      FLR2(I) = 500.0*SLR(I)
      22      CONTINUE
      12 = 1
      12 = 200
      55      DO 170 I=1, JJJ
```

100

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10001, "High 92/160/32

5

100

PROGRAM RIN 74/74 OPT=1 FTH 4.50410 2/07/76 1432.35 PAGE 7

```

    CALL RITE2V(126,390,1023,90,1,5,-1,5,MSITEAG, FIRE RATE
    CNTS/MIN, NLSAT)
    ENCODE(17,39,0UT),
    CALL RITE2V(37,990,1023,90,1,5,0,OURMLT)
    CALL RITE2V(37,990,1023,90,1,5,0,70,90,2,1,-1,1MP,NLASI)
    CALL PLOT SEQ(1,590,70,90,1,1,-1,1MP,NLASI)
    CALL PITE2V(36,1023,90,1,21,-1,2,MSLAN, RANGE OPEN FIRE, NLT)
    C*** PLOT ONE CURVE FOR EACH BURST LENGTH.
    IF(PLOT-EQ.1) GO TO 347
    C*** ADDITIONAL HEADER INFORMATION FOR STAND-ALONE PLOTS.
    IF(CODE-EQ.1) GO TO 1006
    CALL PITE2V(30,600,70,90,1,1,-1,1MP,NLAST)
    GO TO 1007
    1006 CALL RITE2V(30,600,70,90,1,1,-1,1MP,NLAST)
    1007 CALL RITE2V(126,933,1023,90,1,3,-1,3,HTARGET CODE
    XN,CODE,NLT)
    CALL RITE2V(126,933,1023,90,1,5,1,ICODE,NLT)
    CALL RITE2V(126,933,1023,90,1,5,1,ICODE,NLT)
    XROUND(FIRE, NLT)
    ENCODE(15,396,0UT,1, DURSL)
    ENCODE(15,395,0UT,1, RNDSL)
    CALL RITE2V(672,914,1023,90,1,5,1,OUT,NLT)
    CALL RITE2V(672,914,1023,90,1,5,1,OUT,NLT)
    GO TO 1003
    C 347 CONTINUE
    104 00 350 KK=1,INCASES
    READ(6,1) S(PKPLOT(LJ),L=1,NTS)
    IF(I<0) NE(0,0) GO TO 400
    405 CPX(KK)=PKPLOT(LJ)
    SLP(KK)=S
    350 CONTINUE(INCASES,SLR,CPK,1,1,1,3N,ERROR)
    351 CALL APLOTV(INCASES,SLR,CPK,1,1,1,3N,ERROR)
    L=INCASES-1
    DO 340 KJ=1,1
    CALL LINEN(XV(SLR(KJ)),NYV(CPK(KJ)),NXV(SLR(KJ+1)))
    340 X CONTINUE
    C*** LABEL EACH CURVE WITH BURST LENGTH AND ROUND# FIRED.
    435 1X=IXV(SLR(1))-35
    1Y=IYV(CPK(1))-30
    IF(PLOT-EQ.1) GO TO 349
    CALL PRINTV(10,PTITLE,IX,IY+16)
    GO TO 1003
    349 CONTINUE(1-N,4SECS,IX+48,1Y)
    CALL PRINTV(-6,4SECS,IX+48,1Y-16)
    CALL PRINTV(-6,4SECS,IX+48,1Y-16)
    ENCODE(15,396,0UT,1, RPS1(IJ))
    ENCODE(15,395,0UT,1, RPS1(IJ))
    CALL PRINTV(6,OUR,IX,IY-16)
    IF(CFILE,NTS) GO TO 347
    XE(MD,8)
    GO TO 11
    C*** THIS SECTION HANDLES THE STAND-ALONE PLOT OPTION.
    C 1000 SMAX = 7000.0
  
```

| PROGRAM RUN | 76/74 | OPRY | FTN 4.5+410 | FTN 4.5-33 | 22/97/76 | 16.32.33 | PAGE |
|-------------|--|------|--|------------|--|----------|------|
| 1001 | DO 1001 I=1,6 | 0 | DO 1001 I=1,6 | 0 | DO 1001 I=1,6 | 0 | 8 |
| 1002 | READ(15,100) TCODE, RPS, C, R, DIVE, BURSTL, RNDSTYL | 1002 | READ(15,100) TCODE, RPS, C, R, DIVE, BURSTL, RNDSTYL | 1002 | READ(15,100) TCODE, RPS, C, R, DIVE, BURSTL, RNDSTYL | 1002 | |
| 1003 | IF(IEQ(15,100,11)) GO TO 600 | 1003 | IF(IEQ(15,100,11)) GO TO 600 | 1003 | IF(IEQ(15,100,11)) GO TO 600 | 1003 | |
| 1004 | IF(IEQ(15,100,12)) GO TO 700 | 1004 | IF(IEQ(15,100,12)) GO TO 700 | 1004 | IF(IEQ(15,100,12)) GO TO 700 | 1004 | |
| 1005 | IF(IEQ(15,100,13)) GO TO 800 | 1005 | IF(IEQ(15,100,13)) GO TO 800 | 1005 | IF(IEQ(15,100,13)) GO TO 800 | 1005 | |
| 1006 | IF(IEQ(15,100,14)) GO TO 900 | 1006 | IF(IEQ(15,100,14)) GO TO 900 | 1006 | IF(IEQ(15,100,14)) GO TO 900 | 1006 | |
| 1007 | IF(IEQ(15,100,15)) GO TO 1000 | 1007 | IF(IEQ(15,100,15)) GO TO 1000 | 1007 | IF(IEQ(15,100,15)) GO TO 1000 | 1007 | |
| 1008 | FORMAT(12A5,6F1.0) | 1008 | FORMAT(12A5,6F1.0) | 1008 | FORMAT(12A5,6F1.0) | 1008 | |
| 1009 | 5001 FORMAT(16F1.0,1A10) | 5001 | 5001 FORMAT(16F1.0,1A10) | 5001 | 5001 FORMAT(16F1.0,1A10) | 5001 | |
| 1010 | 5002 CALL S7M1(74,35,65,121) | 5002 | 5002 CALL S7M1(74,35,65,121) | 5002 | 5002 CALL S7M1(74,35,65,121) | 5002 | |
| 1011 | 5003 GO TO 398 | 1011 | 5003 GO TO 398 | 1011 | 5003 GO TO 398 | 1011 | |
| 1012 | C**** BRANCH TO PLOT SEQUENCE AND RETURN HERE. | 1012 | C**** BRANCH TO PLOT SEQUENCE AND RETURN HERE. | 1012 | C**** BRANCH TO PLOT SEQUENCE AND RETURN HERE. | 1012 | |
| 1013 | 1003 READ(15,1001) (CPK(I),I=1,6),TITLE | 1013 | 1003 READ(15,1001) (CPK(I),I=1,6),TITLE | 1013 | 1003 READ(15,1001) (CPK(I),I=1,6),TITLE | 1013 | |
| 1014 | IF(IEQ(15,100,9)) GO TO 1002,1002,351 | 1014 | IF(IEQ(15,100,9)) GO TO 1002,1002,351 | 1014 | IF(IEQ(15,100,9)) GO TO 1002,1002,351 | 1014 | |
| 1015 | C 405 WRITE(16,109) | 1015 | C 405 WRITE(16,109) | 1015 | C 405 WRITE(16,109) | 1015 | |
| 1016 | 410 FORMAT(16,109) | 1016 | 410 FORMAT(16,109) | 1016 | 410 FORMAT(16,109) | 1016 | |
| 1017 | 411 CALL EXIT | 1017 | 411 CALL EXIT | 1017 | 411 CALL EXIT | 1017 | |
| 1018 | 511 CONTINUE | 1018 | 511 CONTINUE | 1018 | 511 CONTINUE | 1018 | |
| 1019 | END | 1019 | END | 1019 | END | 1019 | |

FTN 4.5+410 22/07/76 16.32.33

FTN 4.5+410

SUBROUTINE RANG 76/74 OPT=1

```
1      SUBROUTINE RANG(X,Y)
      R=SQRT(-2*0.5*DLOG(RANF(-1,-1)))
      A=6.2831853* RANF(-1)
      X=R*COS(A)
      Y=R*SIN(A)
      RETURN
      END
```

5

SUBROUTINE LOOKUP 76/78 OPT=1

FTN 4.5+610

1

SUBROUTINE LOOKUP(X,Y,X0,M,OUT,J)

OF NEMSION X(I), Y(M), X0, M, OUT, J

THIS IS A ONE-DIMENSIONAL TABLE LOOKUP ROUTINE.

```
10 IF(I-J+M) J=N
11 IF(J-LT-1) J=1
12 IF(X0-X(I)) 10,26,30
13 RETURN
14 IF(I-EQ-1) GO TO 20
15 IF(X0-X(I)) 10,28,25
16 IF(I-EQ-M) GO TO 26
17 IF(X0-X(I)) 500,20,30
18 IF(X0-X(I)) 500,20,30
19 OUT-X(I-1)+(X0-X(I-1))/(X(I)-X(I-1))*(Y(I)-Y(I-1))
20 RETURN
21 ENDO
```

107


```
PROGRAM SENIP    74/74    OPT=1
FTN 4,5+410
```

PAGE 33/07/98 14.32.033

110

PROGRAM GENIP 76/76 0PT=1
 FTN 4.5e410 22/07/76 14.32.33 PAGE
 KYES = 0
 K5 = 1
 IBIG = 1
 IFLAG = 1
 GOTOB 80
 91 WRITE(6,311) (MOLL(I,J),J=1,7)
 I1 = 4 K2 = 1-3
 WRITE(6,311) I1M, AIM(I1), AIM(I1+1), IFOUR, AIM(I1+2), AIM(I1+3)
 IF(K2YES .EQ. 1) K2YES = 1
 GOTOB 110
 93 K2YES = 1
 IF(I1EQ0) EQ. 1) WRITE(6,30) NSLT(I1)
 WRITE(6,31) (MOLL(I,J),J=1,7)
 116 WRITE(6,37) IFIVE, BALE(I1), ISIX, BALE(I1+1)
 K2YES = 0
 WRITE(6,31) ISEV, SLRNG(1,1)
 118 IF(I1VEL .GT. 1) KYES = 1
 IF(I1VEL .EQ. 1) KYES = 1
 GOTOB 99
 K3YES = 1
 K3YES = GT. 1) KYES = 1) WRITE(6,30) NSLT(I1)
 WRITE(6,31) (MOLL(I,J),J=1,7)
 WRITE(6,31) ISEV, SLRNG(1,1)
 106 K3YES = 0
 GOTFO 99
 96 K4YES = 1
 IF(I1PL0) EQ. 1) WRITE(6,30) NSLT(I1)
 WRITE(6,31) (MOLL(I,J),J=1,7)
 GOTOB 99
 137 K4YES = 0
 WRITE(6,37) ITWEL, ITGL(I4), ITWR, ITGM(4)
 GOTOB 65
 37 FORMAT(6,2) EQ. 1) WRITE(6,30) NSLT(I1)
 99 WRITE(6,31) ISEV, CKILL(K5+1)
 WRITE(6,31) ISEV, SLRNG(1,1)
 GOTOB 99
 11 = 3-1-1
 ISP=IFIX(CKILL(K5+1)) ISP, CKILL(K5, J+1), CKILL(K5, 11+2)
 35 GOTOB 107
 88 IF(I1SLR6 .EQ. 1) GO TO 1000
 DO 95 K6 = 1616 ISLR6
 MSLRMNSLT(K6)
 DO 95 I = 1 MSLRM
 WRITE(6,31) ISEV, SLRNG(1,1)
 WRITE(6,31) ISEV, CKILL(1,1)
 IFIN = IFIX(CKILL(1,1))
 DO 92 I = 1 IFIN
 11 = 3-1-1
 ISP=IFIX(CKILL(K5+1)) ISP, CKILL(K5, J+1), CKILL(K5, 11+2)
 92 WRITE(6,2)
 105 CONTINUE
 106 K6 = K+1
 IF(K4 .LE. ITGL) CALL INSERT

112

SUBROUTINE INSERT 7474 OPT=1 FTN 4,5,6410 22/07/76 14.32.33 PAGE 1
 1
 SUBROUTINE INSERT
 DIMENSION CKIL16(10)
 COMMON CKIL1A(24816),K3,K4,L16L0,CKIL1,M
 10001
 100 900 JJ = 1,NOSET
 M + 1
 00 900 I = 1,10
 CKIL1(JJ,I) = CKIL1(M,I)
 900 CONTINUE
 RETURN
 END

INITIAL DISTRIBUTION

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|----------------------------|----|
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| PACAF/DOO | 1 |
| TAC/XPSY | 1 |
| TAC/DRA | 1 |
| ASD/ENFEA | 1 |
| AUL | 1 |
| AFSC LIA OF/Code 143 | 2 |
| OGDEN ALC/MMMP | 2 |
| AFIS/INTA | 1 |
| DDC | 2 |
| AFATL/DLODL | 2 |
| AFATL/DL | 1 |
| AFATL/DLD | 1 |
| AFATL/DLY | 1 |
| ADTC/XR | 1 |
| ADTC/SD | 2 |
| USAFTAWC/TRADOC-LO | 1 |
| OF ASST SEC DEF/SA | 1 |
| HQ USAF/OA | 1 |
| HQ USAF/SA | 1 |
| HQ USAF/RDPA | 1 |
| AFSC/SDW | 1 |
| NAVSYSWPN CEN/Code GA | 1 |
| US NAVAL WPNS CEN/Code 407 | 1 |
| US NAVAL WPNS CEN/Code 456 | 1 |
| AFATL/DLYV | 1 |
| AFATL/DLYD | 20 |
| ASD/XRP | 1 |
| TAC/INA | 1 |
| USA TRADOC Sys Analys Act | 1 |
| AFATL/DLODR | 1 |
| COMIPAC/I-232 | 1 |
| ASD/YXT | 1 |
| NSWC/Code GC | 1 |
| AMSAA/AMXSY-D | 1 |
| AMSAA/AMXSY-S | 1 |
| NAVWPNCEN/Code 40701 | 1 |
| NAVWPNCEN/Code 12 | 1 |
| NAVWPNCEN/Code 40703 | 1 |
| NAVWPNCEN/Code 408 | 1 |
| NSWC | 1 |
| NSWC/Code MAL | 1 |
| NSWC/Code GAC | 1 |